

# PC ZONE

\* CD version also available



**Rotary Club**  
*Top chopper  
sims reviewed*



**A Panasonic  
High Speed  
CD-ROM Drive**

5/H/14.50 JULY 1994 ISSUE 16

**Plus!**  
FIFA Soccer  
Settlers  
The Horde

# EXCLUSIVE!

## French Fantasy Football!

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give you one.



### EXCLUSIVE

**Massive Playable Demo**

**THE HORDE**

Defend your homeland  
against the evil hordlings!  
(Requires VGA, mouse and 4Mb)



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A complete game - Fast and frantic puzzle fun  
(Requires VGA)

**Infogrames'  
3D World Cup  
Sensation**

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Defender  
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overlay**

ISSN 0967-8220







# THE GOOD

*This is it, the one,*

the **only** official

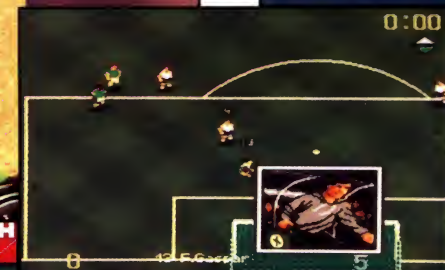
World Cup game and

the **only** one good

enough to carry the



official license.





# ONLY ONE GOOD ENOUGH

to be  
awarded the  
official license

Passion, guts, outstanding moves, and breath-taking skills,  
all hallmarks of the most famous football tournament in the World  
all ingredients of the **GREATEST** football game ever -

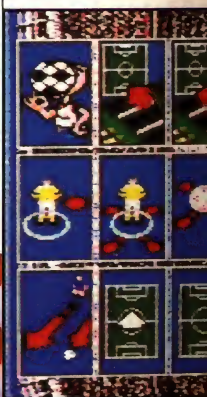
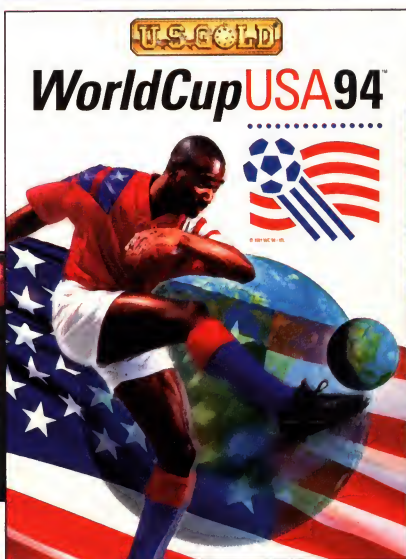
U.S. Gold's *World Cup USA '94*™.

*World Cup USA '94* is not a kick about in the park,

it's the **greatest** test of football skill, strategy and **tactics**

ever devised. Hard to believe? Play the game

and prove it to yourself! ***This is a game for Winners!***



It's out on **June 3rd** and it's the **only**  
**one good enough** to be called

# World Cup USA 94™

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# dir.ectory

## REVIEWS

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GET BACK to your roots and play the part of feudal lord or naughty knight in this gentle mediaeval jaunt.

### 46 Wembley Rugby

IF RUNNING after odd-shaped balls in the mud is your thing then you'll love this great new rugger sim.



### 50 Robinson's Requiem

IT'S EVERY man for himself in this futuristic space-age survival come *Young Doctors* adventure sim.

### 54 Detroit

DESIGN, BUILD and produce your dream car in this new strategy sim from Impressions.

### 58 Great Naval Battles II

NO SIGN of Captain Pugwash in this excellent upgrade of this classic naval strategy war game from US Gold.

### 60 Lucky's Casino

CHANCE YOUR luck and play your cards right with this bumper gambling compilation.

### 61 Eye Of The Storm

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### 62 Corridor 7

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PACK YOUR bags and head Stateside in this World Cup soccer management sim from Winsport.

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DO BATTLE with the crazy, vicious Hordlings whilst trying to grow enough turnips to build a castle.

### 89 Jack Nicklaus Signature Golf

WITH IMPROVED graphics and even better gameplay, this golf sim will have them swinging in the aisles.

### 90 Sim City Enhanced

AN ALL time classic gets a bit of a makeover and damned fine it is too - accents excepted.

### 92 Space Hulk

A TROUSER ripping game finds its way onto CD-ROM.

### 93 Companions OF Xanth

DECENT ACTORS and a new script have taken this latest adventure to new heights. Australian soaps take note.

### 94 UFO

ANOTHER CLASSIC strategy game gets CD-ROMmed.

### 95 Hand Of Fate

CAN THE addition of speech save this conversion from the depths of despair?

### 96 Dragon's Lair

YOU'VE SEEN it in the streets and played it in the arcade, now marvel at this cartoon classic on your own PC.

### 98 Wolfpack

NOVALOGIC DRAG their strategy submarine sim out of the closet and find themselves in deep water.

### 99 Summer Challenge/Winter Challenge

FED UP with football? Try this on for size.

### 100 Sam & Max

TWO of the most colourful characters on the PC make it over to CD-ROM in this genuinely funny adventure.

### 102 Castles II

GET YOUR own back on Stormin' Norman and stomp all over France in this mediaeval siege 'em up.

### 104 Comanche

FLY THROUGH the air with the greatest of ease and blast the enemy to bits in this brilliant action-packed sim.

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SWING YOUR pants to the sounds and sights of the 50's.

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FROM NO good novice to happening hacker in one easy move, courtesy of this gadget from Datel Electronics.

### 107 Aiwa Power Speakers

BEEF UP your bass with a couple of woofers and give the neighbours a bit of a blast!



## PC ZONE

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PPA



## BLUEPRINTS

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### 26 Infogrames Soccer

JEREMY WELLS dusts off the PC Zone sheepskin jacket and heads off down to Lyon to give an exclusive report on the new World Cup soccer sim from Infogrames, just before the final whistle.

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IT BROKE the mould on the SNES and Megadrive, will the PC version do the same? We sent Patrick McCarthy to invetsigate.

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FED UP with 0898 numbers? Tony Dennis looks at the joy of linking up across the wires and unravels the mysteries of bits and baud rates to reveal how you can play by modem and telephone line – and what to expect when you get on line.



### 75 Helicopter Sims

IT MIGHT seem the hardest thing to master in the world, but if Prince Andrew can do it, just how hard can it be? Simon Bradley (he drives real-live helicopters, he does) looks at the miracle that is helicopter flight and also takes a butchers at some of the many chopper sims on the market for the PC – sorting the men out from the Mike Smiths as he goes.

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BAD VIBES from Mavis.

# PC ZONE

100% GAMES

July 1994 Issue Sixteen

## COVER DISK

### F14 Fleet Defender Keyboard Overlay

KEEP PRESSING the wrong keys? Whack this on your keyboard and you'll be off to a flying start.

## HD Disk Version

### The Horde

RISK LIFE and limb, not to mention your complete carrot crop, in this massive playable demo.

### Blots!

GO CRAZY as you work your way through this fast and frantic puzzle game.

## CD Rom Version

CHECK OUT the FREE CD-ROM cover disk for fully-playable demos of *SimCity*, *Liti Divil*, *Myst* and the EA Kids Sampler, along with a whole host of other goodies just waiting to be accessed!



# Bulletin

## Hot News From

Now that the excitement is over and *Alone In The Dark 2* is beginning to settle down, what are its creators up to? Jeremy Wells went along to the company's headquarters in Lyon to find out.



### Alone In The Dark 3

**+** Work is currently taking place on the sequel to top all sequels – *Alone In The Dark 3*! The new storyline sets the latest adventure, featuring Carnby and friends, in a ghost-town film set of the Wild West in 1930's California. Cue Carnby the cowboy and a host of new baddies including the evil Jedstone, The Arizona Kid and High Gallows. The plot centres around Carnby attempting to rescue Miss Emily Hartwood from the evil clutches of mean cowboy and general bad dude, Jedstone and his cronies, whilst trying to save the state of California from nuclear destruction!

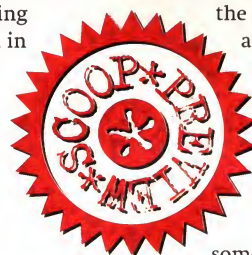
The game features full CD sound, speech and stunning 3D graphics including a new zoom and tracking feature that enables you to look over whole rooms at many different angles and fully interact with objects in a room. There's even a sequence that sees Carnby metamorphose into a cougar!

The team of programmers hope that they have incorporated the best of both *Alone 1* and *2* to make this the ultimate 3D adventure, offering even more options and greater playability. The game is even set to offer three levels of difficulty (more or less health points) in an attempt to keep everyone happy!

The decision to launch *Alone 3* on CD-ROM first reflects a future trend amongst many of the leading software houses who are keen to exploit their new games to the limit of current home-based technology. As

a result, games take longer to develop as scores have to be composed, scripts written, actors found to do all the voices (in all the many different native languages in which the game is released – and yes, there are plans to release a Japanese version!), sets or scenarios have to be drawn, characters have to be animated. It all adds up to years of planning and production – just like making a blockbuster film!

*Alone 3* is scheduled for release some time next year, with a disk-based version possibly emerging soon.



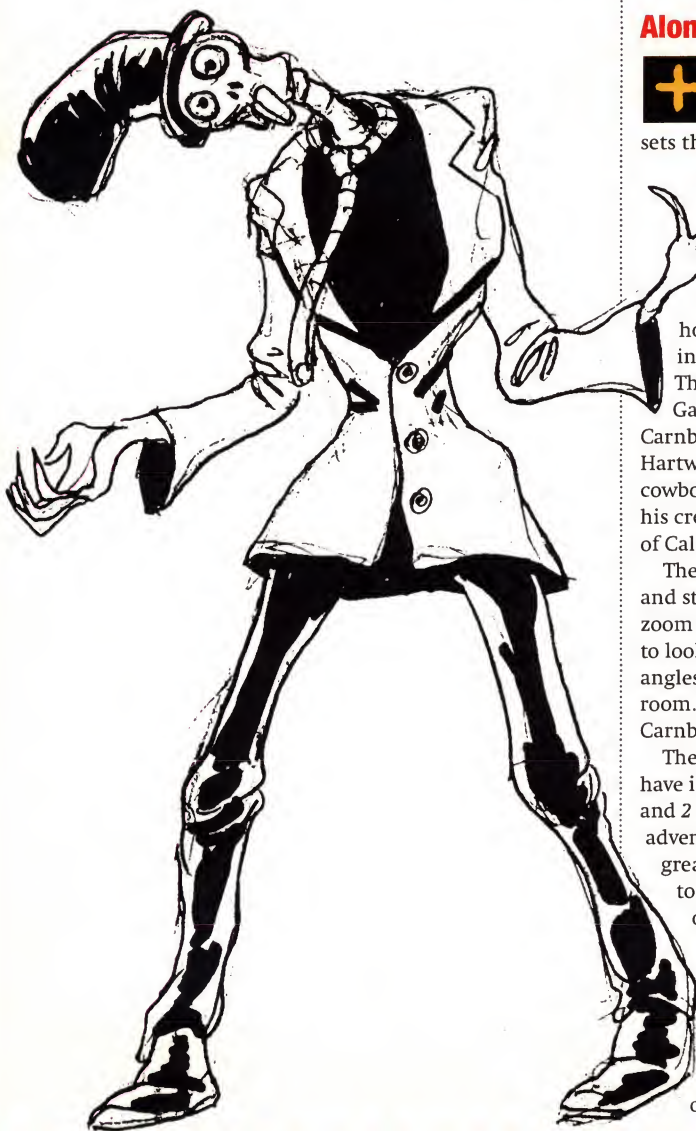
### Alone In The Dark 2 CD-ROM

**+** Following the trend for CD-ROM upgrades, *Alone 2* is set for release from Infogrames in September.

The CD-ROM version features a longer animated introductory sequence and flashbacks, full CD sound, realistic speech sequences and a 63 track soundtrack featuring 22 original scores.

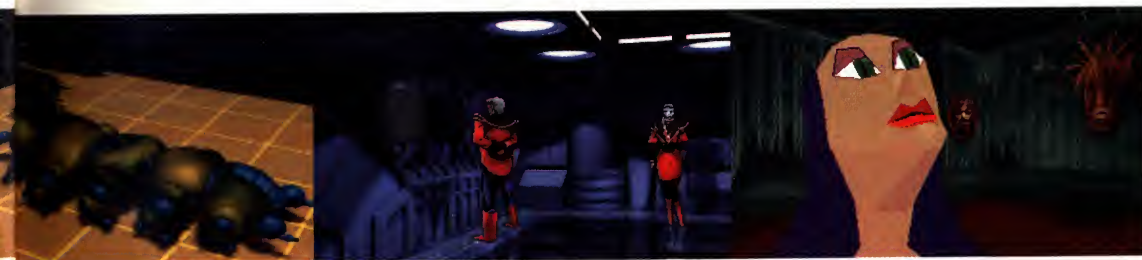
After complaints by some gamers that the game was too difficult, Infogrames has also made things a little easier. Clues are now a bit more obvious, as are the ways you're meant to use various objects. Similarly, monsters have been given less health points whilst the hero gains some; making the monsters easier to kill and improving chances of survival for the hero.

The addition of a full soundtrack greatly increases the atmosphere of what is, visually, a stunning game, whilst the speech sequences (which even include a speaking parrot!) add an extra dimension to what must be considered one of the most innovative and original games on the PC.





# Lyon's Den



(Strip from left to right) Programmer, Laurent Paret beavers away at AITD 3. Three Scenes in the life of Chaos Control. (Left) Emily Hartwood in AITD 2 (CD-ROM). (Below) Background drawings from AITD 3. (Cut-out) Liberty Darkhill, heroine of Chaos Control. (Line Drawings) Spook sprite sketches for AITD 3.



## Prisoner Of Ice

**+** With the storyboards drawn and a brand new mouse-driven interface up and running, work on *Shadow Of The Comet 2* (under the working title of *Prisoner Of Ice*) is racing along.

With over 60 fully-animated interactive characters and over 200 detailed sets, the new plot will force you to battle your way from the South Pole to the Falkland Islands to Argentina and back in time to Ilsmouth.

This time you're up against the Nazis and have to rely on the help of former hero, John Parker, to outwit their plans to rule the world. The game promises extra depth and atmosphere through use of CD sound and speech, and even features different endings, whilst the user friendly point-and-click mouse interface is a vast improvement over the keyboard system of the original *Shadow Of The Comet*.

## Chaos Control

**+** When game designer, Frank Drevon, first starting working on *Chaos Control* over two years ago, he had a very clear idea of what he wanted to see on

the screen. Now, a few thousand hours of programming later, things are starting to take shape and they look very, very impressive indeed.

Frank's love of the Japanese Manga and Anime cartoons and comic strips is clearly reflected in how the game looks and feels. It oozes atmosphere and its slick animation and bold characterisation make it one of the most visually impressive PC games currently under development.

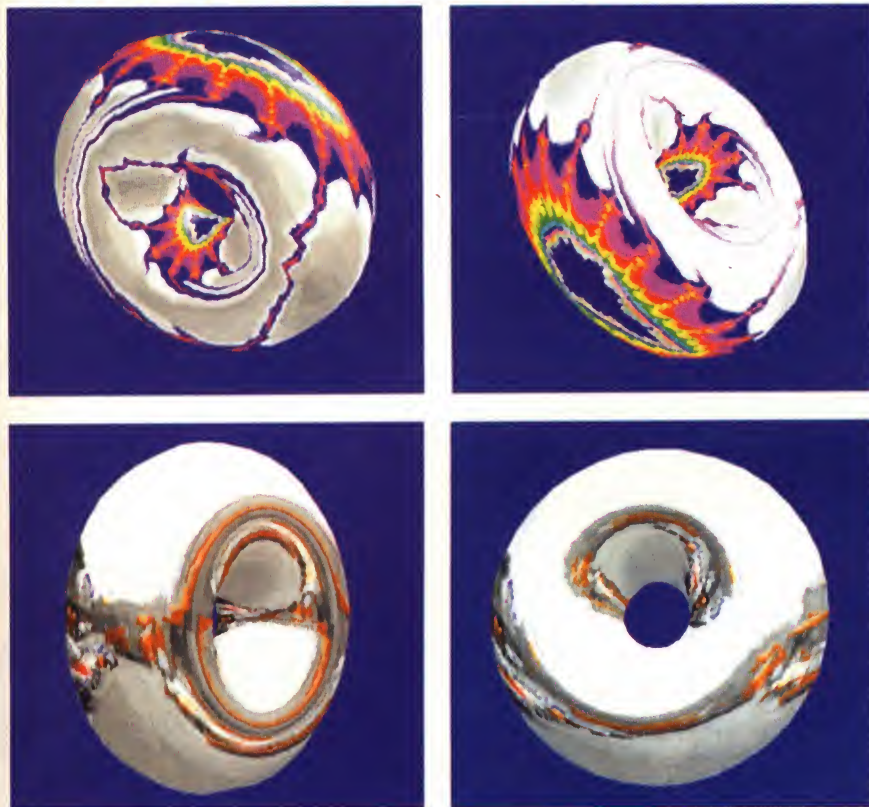
The plot of this stunning shoot 'em up is set in the year 2070 and follows the exploits of First Lieutenant Liberty Darkhill as she attempts to liberate the Solar system from the evil clutches of the Keshrhan. This involves completing five different missions and destroying various alien forces before doing final battle with mother alien.

To say that the game looks incredible is an understatement. The graphics, coupled with a specially composed soundtrack, speech and detailed characterisation, give you the ultimate space adventure. With a planned launch in September of this year, this is definitely one release to look forward to.





# Bulletin



(Above) Renderware from new company, Criterion: bet you never knew you could have so much fun with a Polo.

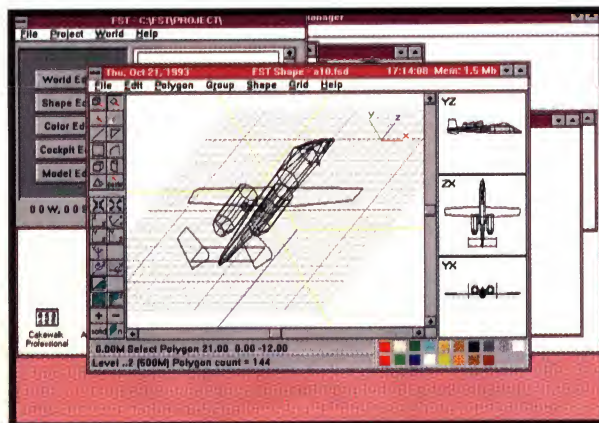
## 3D in the home

**C**ANON has just formed a subsidiary, Criterion, to handle software based on a major breakthrough in 3D graphics technology. Canon Research Centre Europe – based in Guildford – made the discovery after 20 man years of research. It enables Windows-based PCs without special graphics accelerators to deliver workstation-level graphics.

The first release is *Renderware* and according to Mike King, VP of marketing, "it allows for mid-range workstation performance from a 486/33 at 50MHz". The performance is said to be impressive, with 40,000 polygons a second on an unenhanced 486. The product is aimed at software developers and the development kit should be priced at about \$10,000.

## AN APOLOGY

In Issue 15 (June 1994) the Bulletin section contained an item headed *Readysoft Joins Elite*. It included the sentence "Readysoft is currently developing the driving game for the '90s", which referred to the forthcoming PC version of *Powerslide*. We would like to point out that *Powerslide* is actually being developed by Elite, and that Readysoft is totally unconnected with the project. We apologise to our readers and the two companies concerned for any confusion that this error has led to.



## Bullfrog and the Revolting Americans

Bullfrog has just released the CD version of the cult game, *Syndicate*. The CD includes the fiendishly difficult data disk, *American Revolt*, including 21 all new missions, 10 specially designed multi-player missions and new equipment to turn the enemy into beefburgers. The CD has network support for two to eight players. The price is £39.99, available from Electronic Arts on 0753 549 442.

(Above) *Syndicate* on CD includes the caffeine-free American Revolt data disk. Oh, and all the characters look like David Hasselhoff.

## The end for games programmers?

**+** Europress is about to release *Klik 'N' Play*: a Windows package that will allow anyone to design professional looking PC games.

It requires no programming skills and comes with lots of examples to get you started. The program was developed by French programmers, François Lionet and Yves Lamoureux. Lionet was behind STOS for the ST and AMOS for the Amiga. Europress MD Michael Meakin says: "Because it is so easy to use it will appeal to all age groups, who will be able to use it to design games for their own family amusement or, because of the superb technical quality, to make them available for sale." For further details call Europress Software on 0625 859333.

## D-Day for Domark

**D**OMARK is releasing *D-Day*, which can be used as an add-on data disk for *Flight Sim Toolkit* or as a stand-alone game. It covers both D-Day and the battle of Midway and the planes include the Spitfire, Typhoon, Mosquito, Zero and Hellcat. In the D-Day scenario, troop positions are as they were on 6 June 1944. The game can be played head to head using a serial link or network. The disk will cost £14.99 and Domark can be contacted on 081 780 2224.



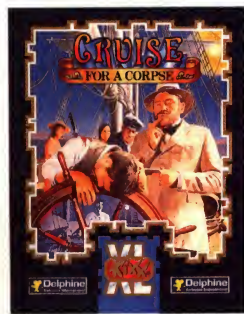
# A CD collection that won't stretch your plastic



## TOP CD-ROM TITLES FOR UNDER £15



**Eye of the Beholder**



**Cruise for a Corpse**



**F-15 Strike Eagle II**



**F-19 Stealth Fighter**

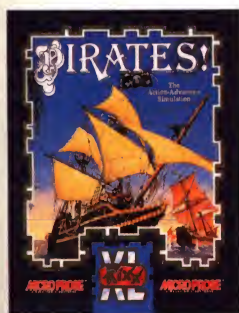


**M1 Tank Platoon**

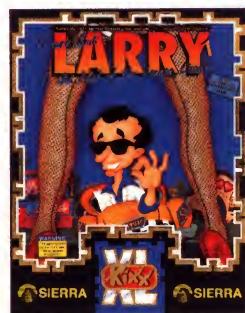
■ EVERY TITLE IS FULLY PLAYABLE FROM CD

■ ENJOY DESERT ISLAND ANTICS WITH JOHNNY CASTAWAY AND ADD THE WORLD'S FIRST ...STORYTELLING SCREEN SAVER TO YOUR WINDOWS PACKAGE (USUAL RRP £19.99)

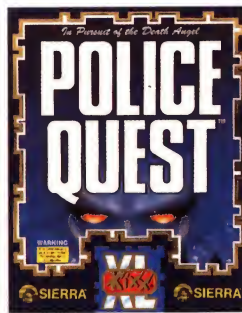
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**Pirates!**



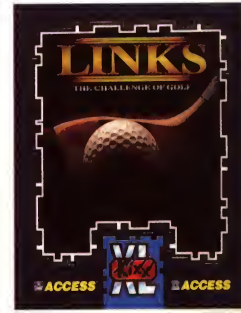
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**Police Quest™ 1**



**Space Quest® 1**



**Links - The Challenge of Golf**

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CD 07

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# Bulletin



(Above) Frontier: The First Encounter – an even more ninja-ish version of the original. (Below) Pacific Strike: hear the cries and screams of your crew as you guide them on yet another kamikaze mission, with the new speech pack add-on.

## Far Out Frontier

**F**RONTIER, the greatest game since the original *Elite*, is about to get an adrenalin injection. *Frontier: The First Encounter* is basically an extension of *Frontier* which uses the same engine but is far more complex. Gametek's Adrian Cale says: "*Frontier: Elite II* has been awesome – it's still selling in droves. As it eventually wanes, we'll kick off with *First Encounter*." *Frontier* has sold an incredible 200,000 copies in Europe alone and Mark Burgess is still – after 14 years – only "competent".



## Pacific Strike Speaks

**+** The *Pacific Strike Speech Pack* adds high quality digital sound to the original game (reviewed issue 15). Thrill as your wingmen shout "Behind you!" and "Shot! Smart darts!" (probably). The pack needs the original program – but you already guessed that, didn't you? Priced £19.99, it's available from Electronic Arts on 0753 549 442.

## GALLUP CHARTS

So many games, so little time – these days shopping for your PC can be a nightmare. But now, with the help of Gallup's handy household charts, you can check out what you should be playing. There's something for everyone here: full-price PC titles, budget games and even a selection of CD-ROM titles.

### Top 20 Full Price Titles

|                                      |                  |        |
|--------------------------------------|------------------|--------|
| 1. Sim City 2000                     | Maxis/Mindscape  | £39.99 |
| 2. Cannon Fodder                     | Virgin           | £34.99 |
| 3. F-14 Fleet Defender               | MicroProse       | £44.99 |
| 4. Premier Manager 2                 | Gremlin Graphics | £34.99 |
| 5. Ultima VIII                       | Electronic Arts  | £49.99 |
| 6. Frontier: Elite 2                 | Gametek          | £39.99 |
| 7. Microsoft Flight Simulator V. 5.0 | Microsoft        | £39.99 |
| 8. Beneath A Steel Sky               | Virgin           | £34.99 |
| 9. UFO: Enemy Unknown                | MicroProse       | £44.99 |
| 10. Arena: The Elder Scrolls         | US Gold          | £45.99 |
| 11. TFX                              | Ocean            | £44.99 |
| 12. Sam And Max – Hit The Road       | US Gold          | £42.99 |
| 13. Subwar 2050                      | MicroProse       | £44.99 |
| 14. Wolfenstein 3D                   | Mindscape        | £19.99 |
| 15. Civilization                     | MicroProse       | £39.99 |
| 16. Fields Of Glory                  | MicroProse       | £44.99 |
| 17. Indy Car Racing                  | Virgin           | £44.99 |
| 18. Sensible Soccer 92/93            | Renegade         | £32.99 |
| 19. Championship Manager Compendium  | Domark           | £27.99 |
| 20. X-Wing                           | US Gold          | £45.99 |

### Top 10 PC Budget Titles

|                                    |               |        |
|------------------------------------|---------------|--------|
| 1. Sim City Classic                | Hit Squad     | £16.99 |
| 2. Jimmy White's Whirlwind Snooker | Hit Squad     | £14.99 |
| 3. Secret Of Monkey Island         | Kixx XL       | £16.99 |
| 4. Doom (TS)                       | Titanium Seal | £4.99  |
| 5. Wing Commander                  | Hit Squad     | £14.99 |
| 6. Populous And Promised Lands     | Hit Squad     | £14.99 |
| 7. Eye Of The Beholder             | Kixx XL       | £16.99 |
| 8. Police Quest 2                  | Kixx XL       | £14.99 |
| 9. Links – The Challenge Of Golf   | Kixx XL       | £16.99 |
| 10. Doom (MS)                      | Micro Star    | £6.99  |

### Top 10 CD-ROM Titles

|                             |                |        |
|-----------------------------|----------------|--------|
| 1. 7th Guest/Dune           | Telestar       | £49.99 |
| 2. Sam And Max Hit The Road | US Gold        | £45.99 |
| 3. Mega Race                | Mindscape      | £39.99 |
| 4. Rebel Assault            | US Gold        | £45.99 |
| 5. Day Of The Tentacle      | US Gold        | £45.99 |
| 6. CD Challenge Pack        | Mindscape      | £39.99 |
| 7. Battle Isle 2            | Blue Byte      | £49.99 |
| 8. Ravenloft                | US Gold        | £45.99 |
| 9. Gabriel Knight           | Sierra On-Line | £44.99 |
| 10. Iron Helix              | MicroProse     | £39.99 |





D-DAY, The Allies' daring push against the Nazi invasion, the largest manned landing in history, a day for liberty, a day for freedom. Yet D-Day would never have happened had Germany's air, land and sea-power not been diminished.

It is your job to succeed in destroying the German forces occupying Northern France, in Operation OVERLORD the air campaign leading up to D-Day. Overlord gives you the opportunity to fly the Typhoon Ib, the Mustang III or the Spitfire IX. The game features the revolutionary INSIDE COMBAT LOCK system, the cinematic VIEW MATRIX and most realistic graphical portrayal of aircraft and gameworld, in any historical flight simulation to date.





## Bulletin



## Sporty Screen Savers

**+** Put personality on your PC with a new set of screen savers from Accolade. The first two feature Jack Nicklaus and Charles Barkley, the basketball player. The screen savers are *After Dark* and *Second Nature* compatible and come with their own screen saving and wallpaper program. They need Windows, 256 colour VGA and 4Mb of memory. The packs cost £9.99 each and you can contact Accolade on 081 877 0880.



## Shopper-tastic!

(Left) Imagine the joy to be had from switching on your PC to find a scantily-clad Charles Berkley screen saver smiling inanely at you. (Above left) A scene from the forthcoming porno film "Bathing Basketball Beauties". (Above right) Punters fighting to play the game gurus at the recent Computer Shopper Show.

**I**F YOU were in or around Birmingham between the 24-27 March this year, then you should kick yourself if you didn't get along to the first Computer Shopper Show to be held at the National Exhibition Centre.

The highlight of the show was, without a shadow of a doubt, the PC Zone games arena. All the PC Zone regulars were on hand to be quizzed. Talking to readers first hand was great for us too, because we were able to find out directly which elements of our magazine are most liked or disliked and what you would like to see us do in the future. But, of course, we'd be seriously remiss if we said that the real attraction was us. Within the arena were a number of machines playing the latest games from Ocean (TFX CD), Digital Integration (NFL Pro League Football, Tornado CD), MicroProse (UFO: Enemy Unknown, F-14: Fleet Defender), Infogrames (Alone in the Dark 2), Sierra (Gabriel Knight CD, The Incredible Toons, Outpost), WinSport (Premier Challenge), and US Gold (Rebel Assault).

There was also a good deal of impressive hardware on show, including a range of super-slick Kamco PCs all sporting Orchid multimedia kits featuring the impressive Soundwave 32 audio card.

Visitors who managed to fight their way to the machine demonstrating *Rebel Assault* were able to play it from the comfort of a sturdy padded, bucket seat, only to be alarmed at the throbbing bass sounds emanating from beneath them. The Thunderseat is one of the latest additions to the Thrustmaster range of PC accessories. It was, of course, accompanied by the ThrustMaster flight control and weapon control systems.

These were also in evidence in the centre of the arena where expert fliers, Simon Bradley and Steve Pritchard, were taking on all-comers in a four-way Mig-29/Falcon 3 dogfight-fest.

Even more ThrustMaster hardware (the forthcoming Steering wheel and pedal system) could be found on the *IndyCar* Racing head-to-head challenge. Judging by some of the driving we saw, the NEC car park must have been a scene of carnage.

Back on the central station where Steve and Simon were bravely keeping a four-way network running smoothly, games of multi-player *Syndicate* were under way, and our very own *Doom*-King, David "Macca" McCandless had set himself up for a series of Deathmatch challenges. Despite some brave, not to mention suicidal attempts on our man's *Doom* persona, he came away unscathed and unbeaten... at least until the next show at Olympia, London in December! See you there.

\* ABORT, RETRY, FAIL

CHARLIE BROOKER

## COMING SOON TO THE P.C.!



## Dungeons &amp; F-16

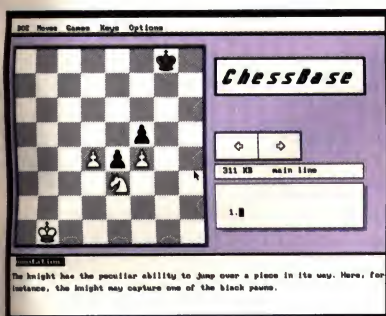
AT LAST! TWO OF THE MOST POPULAR GAME GENRES COMBINED IN ONE AWESOME, KNUCKLE-WHITENING P.C. TITLE! PILOT YOUR F-16 INTERCEPTOR THROUGH THE CURSED LABYRINTH OF KRONAKAAR! ATTACK A WIDE RANGE OF FOE INCLUDING ORCS, TROLLS, DRAGONS AND MIG-29'S WITH YOUR MACHINE GUNS, SIDEWINDERS AND BLESSED SWORD OF MAKK-IZMO! DEFEAT THE EVIL SORCEROR BY BOMBING HIS SECRET BUNKER AND RESTORE JUSTICE TO THE ENCHANTED LAND OF TEDIUM

— COMES WITH A COMPREHENSIVE SET OF MAPS, SPELLBOOKS, REFERENCE CARDS, TWIGLETS, AND A 7,569 PAGE MANUAL.



## Short Shift

**Y**ou can play it from floppy, but it's no *Elite*. *Learn Chess With Nigel Short* is a new book to improve your game. "But he lost," you will cry, "and his party got stuffed in the last elections." Well, no-one's perfect. The book is aimed at the beginner and goes from basic moves to the endgame. It comes with a HD disk that runs through all the examples and games in the book so you don't even have to set up a board. The program is really a glorified chess reader - we're not talking multi-media here - but welcome nonetheless. It costs £14.99 from Stanley Paul (071 973 9000) and is available at a bookshop near you.



## PCeefax

**+** Now you can catch up on all those racing results simply by switching on your computer.

Aztech has released a module for its Video Galaxy card that allows it to receive Teletext. The card has full support for the World Systems Teletext Standard and you can capture up to 60 pages. Individual pages can be saved or pasted into documents. Suggested retail price is about \$59.

## DISPATCHES

+++ Atari Games, Time Warner Interactive Group and Tengen have joined forces to become Time Warner Interactive. The new organisation will publish on all formats from coin-ops and consoles to real computers. One of the planned releases is - wait for it - *Rise Of The Robots*. Time Warner reckons it should be ready by October.

+++ Creative Technology, makers of the Sound Blaster, is producing a card that will turn your PC into the dead trendy 3DO console. Because 3DO software comes on CD-ROM, you will also need a CD drive. No details of price and availability as yet.

+++ Good Windows games are few and far between. Microsoft hopes to change all that with a book called *Writing Hot Games For Windows*. It can be downloaded from Compuserve's Windows Multimedia forum (WINMM). The file is called WING.ZIP.

+++ ELSPA, the European Leisure Software Publishers Association, has set up its own team of crimebusters. They will tackle copyright infringements and keep an eye out for computer pornography. The unit is headed by John Loader who says "the main thrust of this dedicated crime unit is to investigate games piracy. Increasingly, we are finding that illegal copying is being perpetuated by the same individuals and using the same channels as those responsible for the distribution of obscene material."

+++ Still on legal matters, the FBI and the SEC (Securities Exchange Commission) are investigating alleged falsification of records and other financial wrongdoings in Media Vision Technology Inc., Fremont. The company's stock plunged 88 per cent on the news (which appeared in the *San Francisco Chronicle*).

+++ Accolade has a new president and CEO (Chief Executive Officer). Peter L. Harris was once called "the retail representative of fun" by the *New York Times* and he intends to lead Accolade's growth onto "the next generation of gaming platforms". Harris comes from the toy retailer Schwartz, which is apparently big in America. "The future will satisfy the growing desire in children and adults alike for more engaging and developmental in-house fun," says Harris. We can't wait.

## FREE INFERNO VIDEO

Simply send in this advert together with your name & address + a cheque or postal order for £2.50 made payable to OCEAN SOFTWARE LTD, 2 Castle St, Castletfield, Manchester, M3 4LZ. In return we will send you a fabulous 26 minute video that will show you *Inferno* in all its blazing glory + exclusive behind the scenes footage on the making of *Inferno*. Please allow up to 28 days for delivery. Mark your envelope *Inferno Video Offer*.

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Earth

like

Inferno



DIGITAL IMAGE DESIGN



## Bulletin




## Bioforge



(Strip from left to right)  
The Latex experience:  
Sexy Lexy takes on a  
baddie with better dress  
sense— and fails.  
(Below) For god's sake,  
just give him the money  
for a cup of tea.

**"We create worlds" runs Origin's catchphrase. It's not exactly a modest claim, but then the creator of the *Ultima*, *Wing Commander* and *Strike* series of simulations doesn't really have anything to be modest about. With its latest work, *Bioforge*, the company claims to have produced the first genuine interactive movie. Director Ken Demerest explains why.**

 ORIGIN's first attempt at a real interactive movie is set in a dark and sinister future. The hero, Lex, begins the game by awakening in a cell and feeling disorientated. Understandably so, since not only has he lost his memory, but he has been transformed into a cyborg: half-man, half-machine.

Lex later discovers that he has been captured by an evil group called the Mondates, who have used him as the unwitting host for some newly-discovered alien technology which will turn him into the ultimate assassin. His quest becomes more than a personal need for revenge. He must also find a way to stop the Mondates from achieving their aims for power.

*Bioforge* sounds like an exciting game, but what makes it an "interactive movie"? "A computer game," Ken relates, "should be something that involves the player, that draws the player in, that makes them feel like they're in another place, that really puts them in the middle of an experience. It shouldn't be something that you experience passively, it should be something you interact with constantly. We just looked at what we felt were the most important aspects of computer games, and

involvement is certainly one of them. We borrowed from a lot of movies, and we used that to come up with our interactive movie: a mix of traditional movie-making and traditional game techniques."

As well as incorporating movie-style plots, Origin has also had to come up with some pretty involved technology. Ken explains how the main character is created: "We use a mesh of points that are fairly widely dispersed across the body and connect them up to make triangular surfaces. On top of this we draw a life-like picture using a very complex mesh. The reason we're painting on the simplified mesh is for speed purposes. It's very difficult to draw a great many triangles at once and still have a semblance of real-

time, so we're using these special painting techniques to re-render on the fly."

The character's realistic movement is created by a device called The Flock of Birds, designed by Ascension Technologies. This manages to record real movements and translate them into movements of the character on screen. The result is a range of far more realistic movements than would be achieved by trying to emulate them purely with software.

Of course, you'll need some pretty sophisticated hardware to get the most out of *Bioforge*. Nevertheless, it should be an experience well worth the investment.

*Bioforge* is destined for a late Summer release. We'll be bringing you further news in a couple of months.





## SimCity Scenarios

**+** Maxis has released an add-on disk for *SimCity 2000*. It contains disasters scenarios for ten US cities. These include Chicago, November 1999 – the city is uninhabitable due to pollution; Devonport, August 1993 – the Mississippi floods; Washington DC, September 1995 – thousand of rioting lawyers cause traffic havoc. It's up to you to pull the cities back from the brink. Or just sit back and watch the fun. Maxis are on 071 490 2333.

## Silica's Success Story

**C**OMPUTER retailing giant, Silica, is coming to a high street near you. Following the success of the company's shops in London, Manchester, Croydon, Sidcup, Southend-on-Sea, Chelmsford, Glasgow and Ipswich, new stores will be opening in Bristol, Guildford, Southampton, Sheffield, Luton, Plymouth and Hull. Silica's partnership with Debenhams and a growing franchise operation pits it against other big retailers such as Dixons. Silica outlets pride themselves on friendliness and service. "We have established special help points for customers who seek extra assistance," says Ken Browning, retail controller, "there are on-site teams to evaluate and fix any technical problems and the service ethic extends to carrying equipment to customers' cars and next-day delivery and installation."

## DISPATCHES

**+++** Anime Kyo UK, the Japanese Animation, Manga and Mecha fan club, goes from strength to strength. President Carlo Bernhardt says he now has members from Australia, Canada, US, Scandinavia, Malta, Kuwait and – the ultimate accolade – Japan. If you're interested in joining send an SAE to Anime Kyo UK, c/o Carlo Bernhardt, 4 St Peter's Street, SYSTON, Leicestershire, LE7 1HJ.

**+++** PC sales in the UK hit 1.5 million units last year. IBM sold most models and Compaq made most money. Total PC hardware revenue was 2 billion and the average cost per system was £1,350.

**+++** The marriage between Electronic Arts and Broderbund is off. Broderbund was looking at a share swap that would value the company at about \$400m but the huge price paid for Software Toolworks by Pearson has made them think again. However, Broderbund has agreed to pay EA \$10m for their trouble. Ah!

**+++** Activision is releasing a Windows version of *Shanghai II: Dragon's Eye*. It has enhanced sound and high-resolution graphics. The object is the same – to match the tiles – but some of the tiles are "related" like mustard and ketchup. There are 13 layouts; the classic Shanghai and 12 based on the Chinese zodiac. The program should be out now. Activision is on 081 742 9400.

**+++** And finally... the *ITN News 1993* is out on CD-ROM. The disk is a guide to the events that shaped the year. It is available from Media Design Interactive and you can contact the company on (0252 737630).

(Top) Sim City Scenarios: now you can torture Americans at your will.  
(Left) Now there's even in a Silica store in Hull.

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# COVER DISK



This month we've finally given in. Given in, that is, to your many pleas, requests and downright demands for a CD version of your favourite PC games magazine. So, from this month onwards, you'll find two versions of *PC Zone* on the shelves of your local newsagent: one with a single HD disk and one with a CD packed full of goodies. That's not the best news either. We're charging you only £3.95 for the CD version, that's the same price as most of our competitor's charge you for a magazine with just one HD disk. Don't say we never do anything for you....

## HD DISK VERSION



### THE HORDE

(Crystal Dynamics/US Gold)



IMAGINE the scene: there you are, a mere serving boy in the king's court, destined for a life of mean and lowly servitude (*Tell me about it!* - Ed), when, more by accident than design, you save his majesty's life. Fortunately for you, the King chooses to reward you by knightining you and giving you your own bit of land in the Shimto Plains. Unfortunately for you, the Shimto plains are subject to seasonal attacks by the dreaded hordlings. These red critters will eat anything they come across: crops, cattle - even people. That's bad news, because you'll be needing those crops, cattle and people to pay the phenomenally high taxes you're now liable for.

Your objectives in this playable demo are to earn more money than you spend and defend your new property from the horde. Each season is divided into two parts. The first part is a quiet and relaxing time in which you plant crops and build defences against the menace that is to come. In the second half of the season, the horde will invade you and you must fight off individual critters as best you can.

#### How to start The Horde

Log onto the drive and directory in which you have installed *The Horde* and type:

HORDE

At the start of each season you have two

minutes to plan, build and set your defence. When the sand runs out, the Horde attacks!

You can select items to place in the village by right-clicking. Moving the mouse left and right will then scroll through the different items in the toolbox. When the item you want is in view, left-click. Your mouse cursor will now turn into an outline of the item. Move the outline to where you want the item to be placed and left-click to place it.

The Dig icon lets you remove features that you no longer want. You can also use it to harvest trees for extra cash.

The hordling icon can be used to call the horde prematurely i.e. if you are ready before they are due.

You can switch between the normal isometric view and the map view by right-clicking and then moving the mouse up. If you then right-click again you can move about and place items using the map.

When the horde begins its attack, you will find yourself in the centre of the village armed with your trusty longsword. You must rush to meet them before they do any damage. Kill them by moving close to them using the mouse and then swinging at them with your longsword by left-clicking. You can see where the hordlings are by looking for red dots on your scanner.

Once all the hordlings are dead you will be given an end-of-season report, and you can start repairing the damage. Don't forget to save enough money to pay your taxes.



## EXCLUSIVE

### Massive Playable Demo

#### THE HORDE

Defend your homeland against the evil hordlings!  
(Requires VGA, mouse and 4Mb)

PLUS Blots

A complete game - Fast and frantic puzzle fun  
(Requires VGA)



## HOW TO INSTALL YOUR HD DISK

So that we can pack as much as possible onto each disk, all the games and demos are compressed. Before you can run them, you will need to install them on your hard drive. To install the programs, place your cover disk into a 3.5" drive and make that drive current by typing:

A:

or whatever drive letter is appropriate.

Now start the installation by typing:

DISKZONE

The installation program will display a list of programs on the disk. Use the cursor keys to highlight the program you

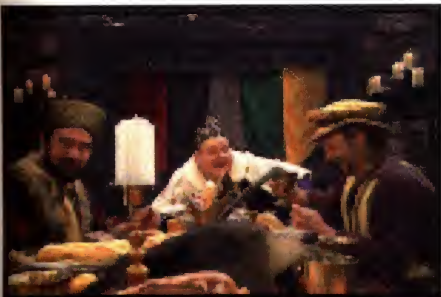
wish to install and then press RETURN.

The installation program will suggest a drive and directory. If you wish to install the program to an alternative drive and/or directory - backspace over the default location, enter a new one and then press RETURN. If you are happy with the default location, simply press RETURN.

You should see the files being listed as they are installed to your hard drive. Once the program has been successfully installed you will be returned to the program list where you may select another program or press ESC to exit to DOS.







(Left) Are you ready to take your place of honour?  
(Right and below) Just a few of the charming cow-munching hordlings.  
(Bottom) "I'm a Blot and I eat mud and get lost a lot - what a beautiful life!"



## BLOTS!

**B**LOTS! is an excellent variant on the Boulderdash theme, which is best played as a cooperative two-player game. You and a friend control a blue blot and a red blot simultaneously as you try to escape from a set of fiendish puzzles.

### How to start Blots!

Log onto the drive and directory in which you installed *Blots!* and type:

BLOTS

### How to play Blots!

The blue blot is moved using the cursor keys, and the red blot is moved with the keys below:

- Left: A
- Right: D
- Up: W
- Down: S

As you move you eat through the soil. You cannot eat or move through solid walls. If you eat through the soil beneath rocks, they will fall. Be careful: if a rock falls on you, you will die. You can also cause bombs to fall in the same way. Bombs will explode when (a) they fall and hit something, (b) they are struck by a falling rock, or (c) another bomb explodes next to them. When a bomb explodes next to a wall, it will destroy a section of the wall. You must plan your moves carefully so that you end up blasting your way through to freedom. Don't take too long about it though - you must finish each level within the time limit.

## HD DISK HELP

If your cover disk won't load or does not operate as expected, you can call our technical helpline:



**Matthew**  
**0274 736990**  
**(9am-4pm weekdays)**

- If possible, please have your computer operating and your cover disk ready when you call the helpline.
- If your computer is not near the phone, please note down as much information about your system and the nature of the fault as you can
- Have a pen and paper handy when you call.
- If, having called the helpline, you are advised that the disk needs returning, please place it in a padded envelope, along with your return address and two 19p stamps, and send it to:

**PC ZONE DISK RETURNS 16,**  
**TIB PLC,**  
**TIB HOUSE,**  
**11 EDWARD STREET,**  
**BRADFORD,**  
**BD4 7BH.**

- NOTE: This helpline and return address is for the HD disk only. TIB PLC cannot help with problems concerning the CD cover mount.



## CD-ROM VERSION



## Myst

### (Broderbund)

**M**AKE your way through this stunning graphic adventure in this special preview, courtesy of Broderbund. This playable demo only really scratches the surface of what must be one of the most visually impressive and in-depth adventures to date. The demo also features scenes from the main game and an interview with the creators and programmers. Switch on, load up and prepare to be amazed!

To install your CD demo of *Myst*, begin at Windows Program Manager (you must have Windows 3.1 running in Enhanced mode in order to run the *Myst* demo). Insert the CD into your CD-ROM drive and choose "RUN" under the "File" menu. Type the following in the line labelled "Command line"

X: INSTALL.EXE

(Where "x" is the designation of your CD-ROM drive - usually "d")

The install program will create a default directory - C:\MYSTDEMO and will then copy a number of files to this directory. This demo will require approximately 4MB of hard-disk space. If you wish, you may specify another directory during the install program. The install program will create an item called "Myst Preview" within a Windows group named "Broderbund Software". Double-click on the "Myst Preview" icon to run the demo and follow the instructions within the program.

## EA Kids Sampler

### (Electronic Arts)

**W**ITH the emphasis on fun with a capital "F", this playable demo from Electronic Arts is aimed at kids aged from just three years to teens, and features a number of creative and educational programs designed to make learning fast and fun.

This demo features six learning games for kids including *Video Jam*, which allows the user to edit and create hundreds of video masterpieces, and two examples of the *Eagle Eye Mysteries* in which you get to play the role of either Jake or Jennifer - the super sleuth.

To install the EA Kids demo/sampler, place the CD-ROM disk into your CD-ROM drive. Type your CD-ROM's drive letter followed by a colon and then press ENTER - (i.e. type "d:") and then press ENTER).

Then type CD EAKIDS, followed by EAKIDS and press ENTER to begin the demo.

Each Theatre poster has a game demo. Simply move the mouse over a poster to see the game title and click on it to play the demo.

Click on the EXIT sign to leave the Theatre, then click on the DOS button to return to the DOS prompt or click on the DEMO button to return to the demo.

## Reunion

### (Grandslam)

**B**OASTING an impressive display of super-smooth graphics and atmospheric sound, this sampler shows you just what CD-ROM software is all about.

Insert the CD-ROM disk into your CD-ROM drive. Select your CD-ROM directory (usually "d:") and type CD REUNION followed by INSTALL C: to install the demo onto your hard drive (c:). After installation you will be asked to select your sound card (if you have one). To run the demo, type START\_I in the directory REUNION to start the 11 minute sampler.

## Litil Divil

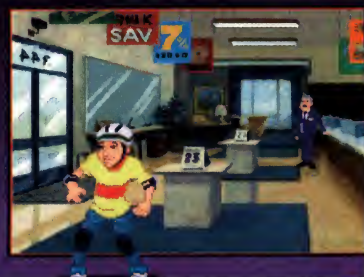
### (Gremlin)

**T**O INSTALL this fully-playable arcade adventure demo, switch to your CD-ROM drive (D:) and type CD DIVIL, followed by INSTALL. The installation program will ask you where you want to install the program (usually c:). When installation is complete type DEMO to begin playing.

### What's it all about...?

You play the role of Mutt, a devilish little character who must do battle with a range of nasties whilst exploring endless tunnels and caverns in search of the unknown.

You can either use your joystick or the keys to control Mutt. (Use the set-up option to select your control method and to alter the sound card you are using.) You can



(Top down) Mega graphics from *Myst*. It may be for kids, but our Ed's never off it (figures). *Reunion* - simply oozes atmosphere. *Litil Divil* - what a cutely!



select eight different keys to control Mutt, but the default settings are two, four, six and eight on the numeric keypad (or the cursor cluster) and the "x" and "z" keys as the two fire buttons.

When in the tunnels, pressing F3 brings up the quit-/play-/load-options screen. F4 turns the music on or off. F5 allows you to turn the sound effects on or off.

### General hint's 'n' tips

Move slowly through the tunnels, so that you can avoid the traps and pits.

Find the shop as quickly as possible - you always need the items on sale.

Make maps to help you find your way.

Don't eat all the food at once - save some for when your energy level goes down.

Make sure you save your game regularly to avoid having to go through the early games again and again. ☺



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## CD-ROM VERSION



## SimCity Enhanced

(Interplay)

**P**LACE the CD-ROM disk in the drive and select the correct drive (usually "D:"). Change the directory to D:\SIMCITY. At the prompt, type DEMO to run the demo.

### Game Scenario

You get to play God in this realistic simulation that has you building a small town and developing it into a buzzing metropolis. If that wasn't hard enough, you also have to deal with disasters ranging from earthquakes to aliens in this fully-playable demo.

All the controls in *SimCity* are operated by the mouse and usually involve clicking on an icon and positioning or dragging an object or facility to a desired position. Use the mouse to click on the various options given in the menu and to access the different options at the top of the screen. To edit an area, click on the desired location using your mouse, go to EDIT under the "Windows" option at the top of the screen and click on the various different icons to claim land, build roads, demolish buildings and extend your city.

### Building/editing a city

You can edit your city or create a new area by using the tool bar on the left. There are three main areas which go to make up each city, namely Industrial (Factory icon), Commercial (Tower block icon) and Residential (house icon).

To build a basic town; click on the Factory icon and using your mouse, place it somewhere on the plot of land to be developed. Next, click on the Tower block icon and place one or two blocks near or next to your newly-created industrial area. Finally, click on the House icon and place three or more blocks around your newly-created Commercial sector.

As a basic rule of thumb, always allow for expansion as your city grows and try to place commercial property near water for maximum potential, whilst keeping residential developments away from Industrial areas. The key to building a successful city is getting the ratios between Industrial, Commercial and Residential

areas evenly balanced in order that they can sustain each other.

On each area that you have created, there will be a flashing electric symbol showing that the areas need power. If you are building a new town or city you will need to build a power station. To build a power station; click on the icon indicated by a factory building with a power symbol over it and then, using the mouse, position your power station (ideally, it should be placed next to your Industrial sector and away from your Residential area).

Now you need to connect your power station to the rest of your town. Select the Powerline icon and, using the mouse, drag power lines from your power station to the Industrial, Commercial and Residential areas.

To link the areas you have created, you have to build roads. Click on the Road icon and, using the mouse, drag your roads (the straighter the better) to cover your newly-created town.

Now that you've created a suitable environment for a potential metropolis your city will start to grow. With a little time and luck, sims will start to move into your city and you will have to expand and continually adjust your city to cope. As your city grows you will have to build schools, railways, hospitals and airports. As the years go by, the sims will need more land to develop and they will demand various facilities, which you must provide or risk losing your position of office.

Ultimately, the rate of growth will only be matched by your ability to give the people what they want, whilst trying to balance the books at the end of each financial year.

Remember that each area, whether Industrial, Commercial or Residential requires roads, electricity, water and a lot of "RLC" to survive and prosper. Experiment to get the best results.

### Making it easier

Switch off the disasters and set an automatic budget by going through the "Options" and "Disaster" menus to make things easier.

To identify an object that you are unsure of, click on the "?" at the bottom of the tool bar and move the mouse over the object.

Keep a close eye on the various charts and graphs available through the "Windows" option to get a good idea of

where your city is at, and more importantly, where it's going. At first, try tweaking the budgets very slightly to get more money, and listen to what the people want as it is they who, ultimately, control how your city lives and breathes.

Always allow room for expansion and if you have to demolish an area (by using the dump truck icon at the top left of your tool bar) don't demolish more than necessary.

### Your rod of office

To edit your environment; click on the relevant icon in the tool bar and position your cursor over the area you want to change. You have various tools at your disposal to help you build your city and keep it going. They are pretty self explanatory and range from building a nuclear power station to a football stadium.

## Space Hulk

(Electronic Arts)

**Y**OU must have a Sound Blaster compatible card to run this demo. Place the CD in your CD-ROM drive and log onto that drive. Type CD HULK, then INSTALL and follow instructions. The introductory sequence from the game will then play.

## The Best of PC Zone

**T**HE BEST OF PC ZONE is a database of all the programs we have rated highly over the last six months. For each program, you will be able to install and run a demo, see a slide show or read a short description.

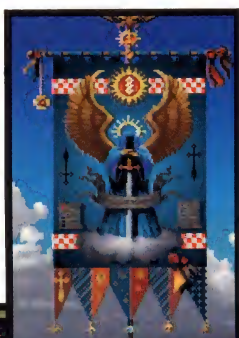
To start the program; insert your CD in your CD drive, log onto that drive and type PCZONE. Choose the most appropriate setting for your graphics card. To scroll through the list; use the up and down arrow keys. To view a particular program; press ENTER.

If the program has a demo or a short description, then the text file describing that demo/program will be displayed. You can scroll through the text file using the arrow keys. When you've finished viewing the text file, press ESC to return to menu.

If the program shows you slides, but your video card is incapable of showing the



(Top two) Space Hulk, featuring Mr Smiley.  
(Bottom) SimCity - bears a striking similarity to Milton Keynes (but SimCity has more character, of course).



whole slide at once, you may have to scroll with the arrow keys to see all of the slide. Press ESC to view the next slide in the sequence.

To learn how to install and play the demos, read the instructions shown for each program. Some of the demos will not run properly if they are played directly from the CD. You may want to copy the files to your hard drive first. To do this, change to the directory in which the demo files are stored, e.g. \DEMOS\FRONTIER, and type XCOPY \*.\* C:/s, substituting the correct letter for your hard drive if it is not "c".

## IMPORTANT

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# Blueprint

## System Shock

PUBLISHER: Origin/Electronic Arts

PRICE: tba

TELEPHONE: 0753 549442

RELEASE DATE: Out now

**Ultima Underworld in space? That's System Shock, the forthcoming Origin mega RPG/Arcade action extravaganza. Duncan MacDonald checks out the tale so far and goes a bit gushy in the process.**



I MUST admit to not having seen this game running for a particularly lengthy period of time (only about 15 minutes or so)... but allow me to quickly add that what I have seen – even in so short a span – is enough to convince me of what we all suspected anyway: in other words, *System Shock* is going to be something very special indeed. I mean, let's face it, how many games can you name where you get attacked by Dusty Bin (from 3-2-1) within 30 seconds of booting up? It happens in *System Shock*. Start the game, walk down a ramp, turn right, walk into the first room and there's Dusty, leaping about all over the shop! Nightmare. But I'm digressing. So where were we? Ah, of course... we were nowhere.

Or nowhere with any real substance, anyway. In other words, we're in the depths of space. But why space this time? Easy. It's because LookingGlass Technologies – having become a bit bored of coding *Underworld's* elves, goblins, trolls and so forth, have tried to get as far away as possible from the kind of place where characters say such things as "forsooth, 'tis a merry hat" and have stupid names like "Kkaaanda". (In *System Shock* people are called things like "Shodan" instead). Over to a LookingGlass spokesperson to get it from the horse's mouth: "After doing all those dungeons we

basically wanted to try something a bit different. What we were really into doing was a pure, unadulterated Cyberpunk game, but Origin wouldn't let us... so we did a sci-fi game with Cyberpunk overtones instead."

In other words; what they've done is made a Cyberpunk game set on a space station. So what's the basic storyline? Back to the LookingGlass spokesperson:

"It's initially pretty straightforward. It's the year 2072 and you've just come out of a sleep tank as the lone survivor aboard a remote space station. Immediately, you receive a desperate holographic warning about Shodan: a ruthless, super-intelligent computer system that has seized control of the station's robotic security forces and biological-research facilities. (Your ex-space station colleagues have been mutated into genetic nightmares.) Moreover, Shodan has already set its sights on Earth's plentiful resources. And you know what that means...."

Yes, we know. It's a race against time. And Dusty Bin robots. But you'll be glad to hear that there's more to *System Shock* than just legging it around a space station with a big gun. (Besides, it's already been done to mega effect in *Doom*.) So, *System Shock* is puzzly too. Plotty, puzzly, thinky and killy... all in equal measures. (Unless you decide to change the measures, of course, and you can... you can tailor the game to make it as puzzly or actiony as you like.

But anyway, back to Shodan, the rogue computer. We know *System Shock* has puzzles (dials, buttons, locked doors, codes and so on) and we know there are Dusty Bin robots (and worse) to fight with. But if we're in a Cyberpunk game, rather than just a sci-fi game, is there a cyberspace or what? Over to the spokesperson again.

"Yes, of course there's cyberspace. You have to fight all the droids and horrific monsters first, sure, but the whole point of *System Shock* is that eventually the only way to defeat Shodan is to jack into cyberspace, using a neural interface, and deactivate him from within."



If you've ever wondered what a cross between a Cyberpunk, a robot and a Dusty Bin might look like (as you do), wonder no more; they look, er, sort of very "weird".









(Top) You never know what's going to be waiting around the next corner.  
(Bottom) Pools of slime can also hide things you'd rather not see.  
(Right) Speaking of which....

### Strictly ninja PCs only?

So there you go. If you're a William Gibson fan I expect you're now having an orgasm, so I'll leave you to get on with it while I tell everybody else what the LookingGlass spokesperson said about the actual mechanics of the game: how sophisticated the code is, and so on....

"Well, we've got a completely realistic physics system, with variable gravity and so on. And regarding the graphics of the enemy creatures, we have a higher pixel density than we had for *Underworld II*: if you've got an 8MB machine, you can count on four times the density..."

Uh-oh, so are we talking another one of those Origin games that only works properly in America (a country where everyone owns a Cray Supercomputer the size of Mars)?

"No, it's okay. Don't worry. The game runs okay on a 486-33 (although the frame rate wouldn't complain if you had a local bus card). But let me get back to the coding: *System Shock* evolved constantly. It's what usually happens with us. We try and do a game that we don't quite know how to do, and so we end up trying new things, playing them, letting others play, getting their feedback, and then we rewrite big parts to make it better. For instance, the combat

and user interface has been rewritten quite a few times.

And we've got a much better 3D system now than we had for *Underworld*. A more arbitrary geometry can be produced... like we've got floor and ceiling slopes, rather than just steps. Also, each tile area has its own lighting value and such, so pools of light, dark shadowed corridors and glowing power centres can

be created."

"Sounds like *Doom*," you may be thinking. And, yes, it does look pretty *Doom*-ish - having seen 15 minutes of the game for myself I can certainly vouch for that. But there are certain elements that are even better than *Doom*. For instance, the ability to look side to side, not just up and down (with no weird bitmap bending in sight - it's all pretty flawless), but, also, the fact that you can actually "look around corners" too. (In *Doom* you have to slide your whole body into a room, meaning any nasties inside are alerted. Not so in *System Shock*.) Oh, and as well as the looking up

**"... as well as looking around corners, you can also crouch and even lie down and crawl."**

and down and around corners, you can also crouch and even lie down and crawl. (Fancy a claustrophobic trip through a long ventilation pipe a la *Aliens*? As those mega-annoying Burger King adverts say: "You got it!") Oh, and you can climb walls too... and, apparently, there are some "jet boots" or something somewhere in the game. (You'll doubtless know what that implies.) Anyway, back briefly to the LookingGlass spokesperson for some final "techy talk":

"*Underworld* is still the only game where you can look up and down, or where you throw objects and they bounce and land somewhere rather than in the middle of a "square" and so forth. For *System Shock*, especially with the more complex lighting and the fact that the player really can look anywhere, the technology group really worked hard to make the core-perspective mappers fast... and the renderer as well was worked on quite a bit. We spent a lot of time writing assembler code, profiling and moving stuff around. Integrating our new physics system - which was meant for less dense environments - also took some work. And coming up with an expressive

interface, where you can do everything but don't feel like you're in an F-15 simulation, also was a serious issue."

### What a stunner

So what else can I add about *System Shock* that you won't have (a) gleaned from the screenshots or (b) assumed from LookingGlass Technologies' superb track record? Not a lot I suppose. I'll end, then, with something that excited me while I was watching the opening part of the game (just after Dusty Bin had been dealt with). Okay, here it is. Exciting moment number one. It's the first laser gun you find, which is just lying around. Being so near to the beginning of the game, it's obviously a crap gun. Yes? I think we can assume that. But the point is that even for a "crap" gun, it's totally smart. Not in its destructive capabilities, I'll admit, but the point is that you can alter the intensity of the beam. It's better even than the phasers in *Star Trek*... they've only got Stun and Full Power. The "crap" gun in *System Shock*, however, has a sliding scale. Call me a sad bast, if you like, for being so impressed by such a tiny thing and how it's only a "pretend" gun and so on. But think about it: the attention to detail on such a titchy item, so near to the beginning of a massive game, can only auger brilliantly for the rest of the proceedings. God knows what excellent items and ideas await in later levels... especially once you start "jacking" into "cyberspace" using your "neural interface". (Oh no, that William Gibson fan has started coming again.) ☒

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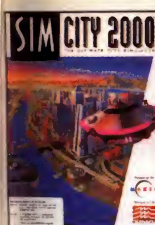
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# Blueprint

## Planet Soccer



PUBLISHER: Infogrames

PRICE: tba

TELEPHONE: 071 738 8199

RELEASE DATE: July 1994

Planet Soccer is unusual in using the sort of player's eye, 3D perspective which hasn't been seen since MicroProse Soccer. It's certainly realistic, but does it work?





... the players appeared to react intelligently to our gameplay and tactics (what Terry Venables would give!)."



**Jeremy Wells** dusts off the *PC Zone* sheepskin jacket and hot foots it to Lyon to give an exclusive report on the new World Cup soccer sim from Infogrames, just before the final whistle.



**C**HANCES are you won't exactly be getting close to the action come World Cup '94 unless, that is, you're jetting off to the USA with Big Jack and the lads. As a result, the closest that you and I (and the entire England team for that matter) will get to being part of the action is playing the new football sim from French software giant, Infogrames.

Developed in Marseilles by a new team of programmers, the Infogrames soccer sim attempts to put you right at the centre of the action with its stunning 3D graphics, super-smooth animation and comprehensive player control. This is matched with a detailed World Cup '94 management scenario that enables you to play any of the 30 countries and guide your squad of 15 polygon players to victory through the maze that is World Cup '94. The game also allows you to select your own groups and customise your own World Cup – good news for England fans who can now take comfort in

the fact that they can re-establish a sense of national pride, albeit on their PC.

One of the things that makes this soccer sim stand out from the crowd (like that sad Chelsea fan whose painted face sports his team's strip) is that Infogrames has opted for a revolutionary 3D perspective which puts you right on the pitch, rather than the more common overhead viewpoint. Apart from looking absolutely stunning, this gives you increased player control and an altogether more realistic view of what's happening on the pitch. Balls come in and down at you whilst you dash about; making the whole game more intense as you battle to make accurate passes and

keep your shots on goal. As a result, this is not just another football game, but a true soccer simulation which attempts to get as close to the action as possible.

The sprites are large and well animated (the game uses over 6,000 different animations and some 11 different player zooms) and it's possible to play some quite stunning "Glory Boy" moves, as long as you keep your eye on the screen scanner. Anyone who's played a soccer game before will be familiar with the joystick controls; you can bend and loft the ball by giving your stick some wiggle for a bit of after touch. Similarly, the nearest player to the

ball is selected by the program as your current player (highlighted by a red triangle beneath him showing the direction of play) whilst the whereabouts of all the other players are shown on the screen scanner.

For easy control, the ball stays at your feet, even when running with it (unlike *Kick Off 1* and *2*), and you press either of your two fire buttons to make a pass or shot in the desired direction. Your character automatically heads the ball if it comes in too high, or he can even perform special moves such as the "scissor" kick for spectacular finishes. Tackles are made by running up to the player with the ball and going in by pressing fire – choose your moment carefully though; sloppy and hard tackles are penalised. You're playing a World Cup match remember, not kicking the ball around with the Wimbledon reserves. A red card means a match ban and that could mean the difference between success and failure in the tournament.

### A game of two halves

I was impressed at how smooth the gameplay seemed. In addition, the players appeared to react intelligently to your gameplay and tactics (what Terry Venables would give!). This is largely down to the use of a special tool which was developed alongside the game to help with the 3D animation. Basically, player movement is governed by two factors: the position of the ball and the position of the other players. Consequently, when a player moves towards the ball, the other players react to what's going on and move into spaces, making crosses and generally acting like your average Italian squad.

As a result, there are no players wandering off the pitch or behind the goal





“... the game doesn't allow for mixed-race teams - nothing to do with Apartheid, it just messes up the sprites.”

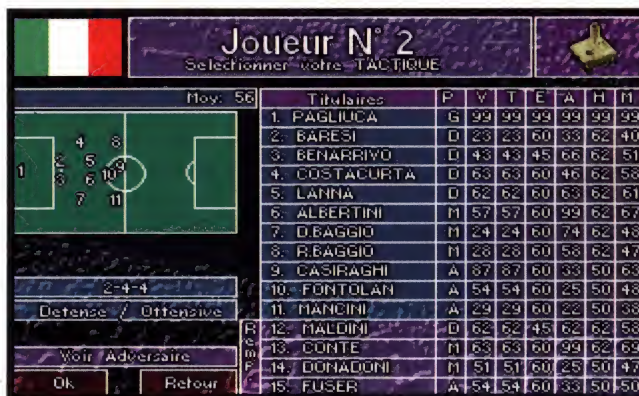
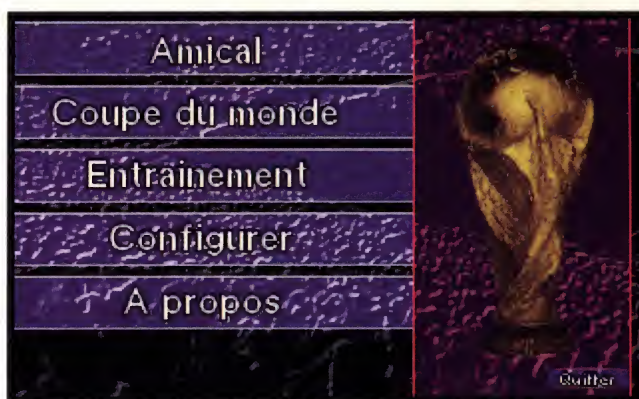


(à la Sensi). Offside situations are very much a rarity and team tactics have a greater bearing as to how the match is played. For example, if you're playing defensively, players will hang back and make less runs, whereas, if you're attacking, the back four will push up to give you support. This all translates into very realistic gameplay where tactics matter, introducing a much needed strategic element into the game. The overall effect is that the game is much more of a simulation than your average arcade knockabout.

### “Glory Boy” goalies

Another major plus is the goal keepers. There's nothing more frustrating than playing your socks off when your keeper is crap i.e. making the most remarkable leaps and dives, whilst the ball gently rolls over the goal line beneath him, utterly pointless (don't you just want to kill the keeper in Sensi sometimes?). Not so with this footie game. First of all you have the option to control him yourself or simply let the computer get on with it. This is good for when you're just getting to grips with the controls and need to get used to the game play. However, if you still feel that you could do better, you can opt to control what the keeper does as well as your players. This, admittedly, leaves you pretty low on excuses when the opposition scores, and open to conceding a penalty or serious injury if your dive at the feet of a striker is a little misguided.

There are three basic animations (or saves) in all, enabling your gloved one to jump, dive and fall onto the ball. He also tips it over the crossbar, around the post and catches it; adding an extra dose of realism (unless, that is, you're a Scotland supporter). Another nice little touch is that after making a save, the keeper gets up rather than suddenly flickering into an upright position, making the whole feel of the game more realistic still.



If you prefer, you can play the game purely as a management sim, with the option of watching the games or just getting the results; allowing you to concentrate your efforts on tactics and training. To get the best out of your team it's up to you, as manager, to get to know the strengths and weaknesses of each individual member of your squad (there's a lesson in there somewhere

Graham). This information is given to you via a group of five variable parameters or stats for each player, namely speed, technique, endurance, aggressiveness and skills. These move up and down as you play and determine how each individual team member is playing. The stats can also be changed by training your players in various areas, such as set pieces, ball skills, free kicks and corners etc. However, if you train your players too hard their performance suffers as they become increasingly tired, so although they may be able to bend the ball in from anywhere within the penalty area, they're too knackered to muster up the energy to run up there in the first place!

As well as getting the balance between playing and training right, the way your team performs is also affected by the formations and tactics you employ. Five basic formations are offered (no custom set-ups unfortunately) whilst you also get the choice to attack or defend. Substitutions can only be made when the ball is out of play, whilst tactics and formation can only be altered during half time or by substitution when the game is being played. Players can be injured during a match, forcing you to take another look at

The management aspect of Planet Soccer is slightly more conventional. What does set the game apart, however is the wealth of information that is made accessible to you.

who's on your bench. Fortunately, they are never out for longer than a match, as you only have a squad of 15 men (a winsy bit unrealistic if you're playing Gazza).

Each country plays in a particular style. For example, Brazil is pretty hot on ball skills whilst Germany is just pretty good all round. Each team has a weakness which must be identified and exploited and, whilst the teams are unofficially ranked (Germany, for

example, is presumed to be more competent than San Marino), it is possible for England to win the World Cup with a bit of training, skill and understanding.

Game strips follow original colours, except where the colours of both teams are similar (such as Germany and England). In these cases one team's strip is changed, although you could argue that this would be unnecessary with the aforementioned teams as Germany would be the team who constantly had the ball. Players are also racially accurate in that the Japanese team is yellow, African teams are black etc., although the game doesn't allow for mixed race teams - nothing to do with Apartheid, it just messes up the sprites.

### So, did the boys do good?

To make things more difficult, you're left to guess the opposition's line right up until the start of a match. You can also set the length of each game (up to 25 minutes converted into 90 minutes during the game), change the weather, add wind and generally make things as difficult or as easy as you wish. Game stats, such as numbers of fouls, corners, percentage of possession, free kicks etc. are given at the end of each match - a useful feature if you're playing the management-only option.

Planet Soccer is nearly almost finished and promises to be unlike any other footie game on the market. Overall general playability seemed top-notch, offering a nice contrast between actually playing a team and managing it. Infogrames has gone for realism in a big way, hoping to set new standards in the world of computer football. But you'll have to wait until next month to see if the boys done good. **Z**



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# Blueprint

## FIFA International Soccer

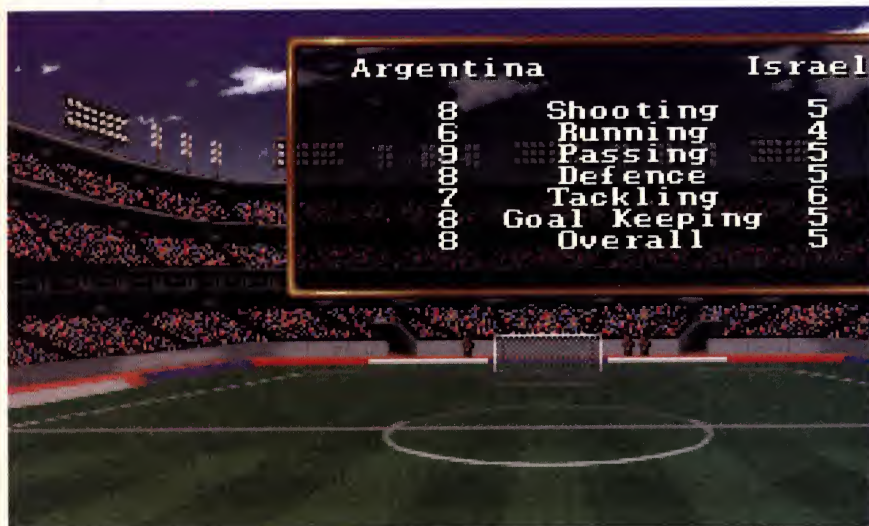
PUBLISHER: Electronic Arts

PRICE: £39.99

TELEPHONE: 0753 549442

OUT: June/July

The PC has been crying out for a decent football game for some time. Now the hit Megadrive game looks set to take the number one spot. **Patrick McCarthy** dribbles a lot, so we gave him the first look.



(Above) Israel looks likely to give away more goals than territory this season. (Below) McCarthy, being a true brit, goes straight for the Long Ball.



It's World Cup year of course, so everyone and their half-breed pups are producing new

World Cup football games at the rate of three a minute, for every computer game format known to man. Doubtless, before the competition starts, the earth will have been pushed out of orbit by the weight of the huge mountain of football games, the planet will veer towards the sun and we will all be burnt to a not particularly low-fat crisp. Still, at least the Germans won't win the World Cup again.

### Football... or sah-ker?

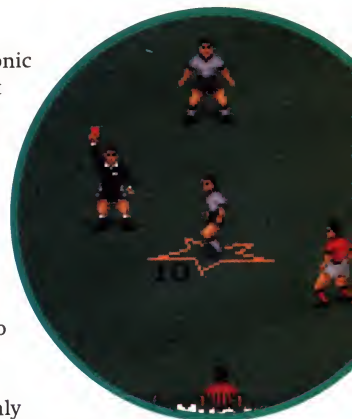
Football is a game in which the ball is played almost exclusively with the foot, except in America, where it's a game in which the ball is played with the foot once every 50 minutes and the rest of the time is thrown about among overpaid steroids-users wearing expanded polypropylene shirts. Football is also - it's generally agreed by experts - a game of two halves, which always makes it more than a little disturbing when the Americans get their hands

**"Highly-detailed animation and authentic footballing haircuts are combined to telling effect."**

on it and try to turn it into a game of four quarters with bigger goals, no offside rule and an advertising break every 90 seconds. It becomes even more perturbing when they get it into their heads to make a computer-based game of the sport. After all, if they'll even consider doing all that in real life, to what lengths will they go given the freedom of a computer game?

### Fortunately...

Fortunately, the bods at Electronic Arts know a thing or two about sports games, having produced the best sports simulations on the 16-bit consoles in every sport from ice-hockey and American football to indoor parachute jumping and underwater judo. They can more or less be trusted not to go too apeshit when it comes to tampering with the "Beautiful Game". In fact, they've been markedly reserved; allowing only artificial turf and a clock that stops when the ball goes out of play, to creep in from the weird country of time outs and coaches who carry computers. Actually, I'm lying: in the Megadrive version, although you could only have two substitutions, you could bring on someone you'd previously taken off, which is a bit naughty. However, they might change that for the PC version.



### Game types

There is a greater variety of ways to play the game than there is things to do on a Saturday night in with a Sooty puppet and a family-size jar of Marmite. You'll be able to play one-off exhibition games, World Cup style tournaments and leagues. The games themselves can be played in two ways: in Action games, players perform to their ratings throughout the match, impervious to the effects of climate and aesthetically displeasing football strips. Alternatively,





the game can be played as a Simulation, in which a heavy pitch, an elbow to the jawbone or worries about what his wife really meant with that comment about mini-courgettes, can all take their toll on a player's performance.

Among the other factors that will influence the style of game you'll play is the Fouls option. This determines both how strict the referee is and the selectable weather. The selectable weather alters the colour of the pitch for that extra bit of authenticity.

### The teams

There is a pleasingly "large" number of teams to choose from: 48 national teams altogether, which obviously includes a great many who (ahem) didn't actually make it to the real World Cup finals. The players in the teams are "fictional", which leads - in the Megadrive version at least - to some of the players having names that are occasionally rather difficult to associate with the supposed nationality of their side. For example, Cameroon has the prosaically-named, Stan Cooper as their midfield dynamo, and Spain has the interesting sounding, Randy Delucchi. A popular chap in the post-match team bath, no doubt. However, for all this jiggery-pokery in the nomenclature department, the team strengths have been painstakingly balanced to reflect, more or less accurately, the real-life team's ability. Therefore, another Scottish thrashing at the hands of Costa Rica beckons, me thinks.

### The atmosphere

It has to be said that the game looks absolutely great. The never-before seen viewing angle, highly-detailed animation and the

"You kick it first, go on"  
"No I don't want to!  
You do it."  
"I kicked it last time  
we conceded a goal, it's  
your turn."  
"Oh all right then, but  
I'll tell uncle Terry  
about you!"



(Right) Classic goal-mouth action number one: The disbelieving stare. (Below) No 2: The totally unexpected save.



authentic footballing haircuts are combined to telling effect. Anyone walking into a game shop and seeing a demo running on a big screen would probably buy it on the spot. The player sprites are large and well drawn, and the sound is amazing. Even the crowd are intricately detailed. They chant, burst into poorly enunciated song and make obscene gestures, and some of the most ardent fans even have tiny slogans tattooed across their foreheads. Rumours that the PC version has been enhanced to the effect that disgruntled supporters even stage little sit-ins on the pitch after disappointing results have yet to be confirmed.

### The tactics

Despite what you'd gather from watching a football match on TV in Britain, tactics form a large part of football - and many continental teams - alter these from game to game to cope with differing match conditions. Sometimes, football experts on the continent



also tell their viewers about it. It sounds pretty far fetched, doesn't it? However, EA have obviously decided to humour these hoaxers a little, because they've included several ways to change the way in which your team plays.

There are formations (4-2-4, 5-3-2 - you know the sort of thing) and a general playing strategy (long ball, all out attack, etc.), as well as an innovative Team Coverage option, with which you decide exactly how much of the pitch your defenders, midfielders and attackers will cover. The players' abilities are rated out of 99, in everything from Shot Power and Shot Accuracy to Bicycle Kicks and Slide Tackles, but followers of Franco Baresi will be disappointed to know that there isn't a separate Gets Away With Murder rating for his equivalent in the game.

### The optimistic summary

It's often quoted that when *FIFA International Soccer* was released - at a time when the SNES seemed to have all the best games - it probably saved the Megadrive (such was the clamour to buy it over Christmas). If the game's half as good on the PC it may well lure people away from the all-conquering, Sinclair Spectrum at last. The multitude of player moves, the detailed animation and above all, the atmosphere, certainly impress. It will be interesting to see how well it transfers to the PC, given the excellent job EA did on *NHL Hockey* last year. **Z**





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# DIAL-A-GAME

The challenge of real-live opponents from all around the world is the lure provided by a new breed of multi-player on-line game.

**Tony Dennis**, aka Tone The Phone, unravels the mysteries of bits and baud rates to reveal how you can play by modem and telephone line – and what to expect when you get on-line.

(Above) Just some of the on-line games you and your modem can access. The top two are from Federation II; bottom right is Air Warrior and bottom left is Kingdom Of Drakkar.

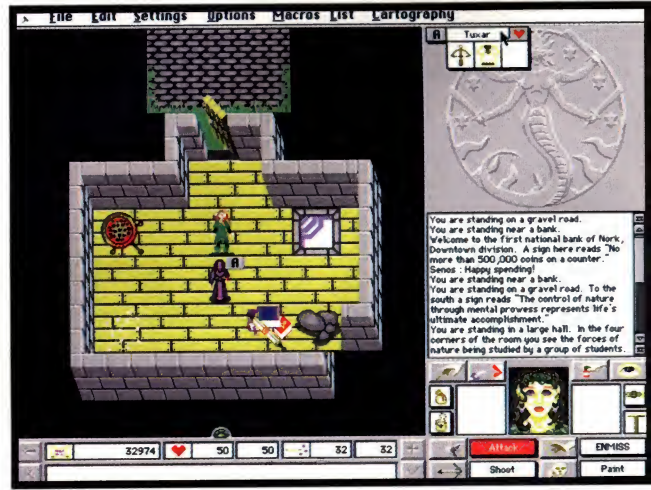
**U**NLESS YOU happen to possess a particularly gregarious personality and therefore have tons of mates, finding a decent opponent can be a nightmare. Thrashing your kid brother in two-player mode soon gets boring. Here enters the modem. This little gizmo enables you to play against skilful opponents from all around the world, from the luxury of your own bedroom. Hook the modem up to the telephone line, stuff the connecting cable into the back of the PC and off you go.

Admittedly, many games come with a modem option which will allow you to play against a single opponent. That's okay in the States where local calls are frequently free, but in the UK it's going to cost you to hook up in this fashion. Taking a taxi to your mate's place would be much cheaper. However, if you're willing to fork out on the phone bill, why not go the whole hog and

play against multiple "live" opponents rather than mere computer-generated characters? What previously held multi-user on-line games back is the simple fact that they were boring. On-line games were almost exclusively text based and appealed chiefly to dedicated RPG enthusiasts. All that's changing fast; with new games that offer decent graphics and can be played using bog-standard modems. Better still, you aren't restricted to just playing against other PC owners. Frequently – as with *Air Warrior* – there is suitable software for Amigas, Macs and Ataris, as well as PCs.

I found three main operations running decent on-line multi-user games. Easily the best is MPG-Net, based out of Poughkeepsie, New Jersey, USA. MPG-Net wins because it has the best range of games and absolutely the best level of graphics. Next up comes London-based On-line Entertainment, which has a very reasonable range, although the graphics are only good if you





like flight simulators. My third choice is *The Wizards Guild*, partly because *MUD II* is probably the oldest multi-user on-line game around. Another reason is that there are persistent rumours that a near video-quality version of this game is imminent. So if you come back to this article in 12 months time, things might have changed radically!

I haven't had much joy searching for multi-user games through the many nooks and crannies of the two leading on-line services - CompuServe and CIX (CompuLink Information eXchange). CompuServe has one called *British Legends* which you might try. However, both systems act as good forums for keen game players where there is ample

opportunity to converse electronically with those interested in the same games (single and multi-player) as yourself. A very popular multi-player game which closed down some years back was *Shades*. This game formerly operated on Micronet: BT's Prestel service for micros. There are moves afoot to revive parts of Micronet on another service: New Prestel, so keep your eyes peeled for news on this. Finally, many bulletin boards sport games

such as *Kannon* and *Katapults*, where your score can make you player of the week. However, the vast majority of such bulletin boards only have two telephone lines at the most, so you can't have a decent multi-player contest.



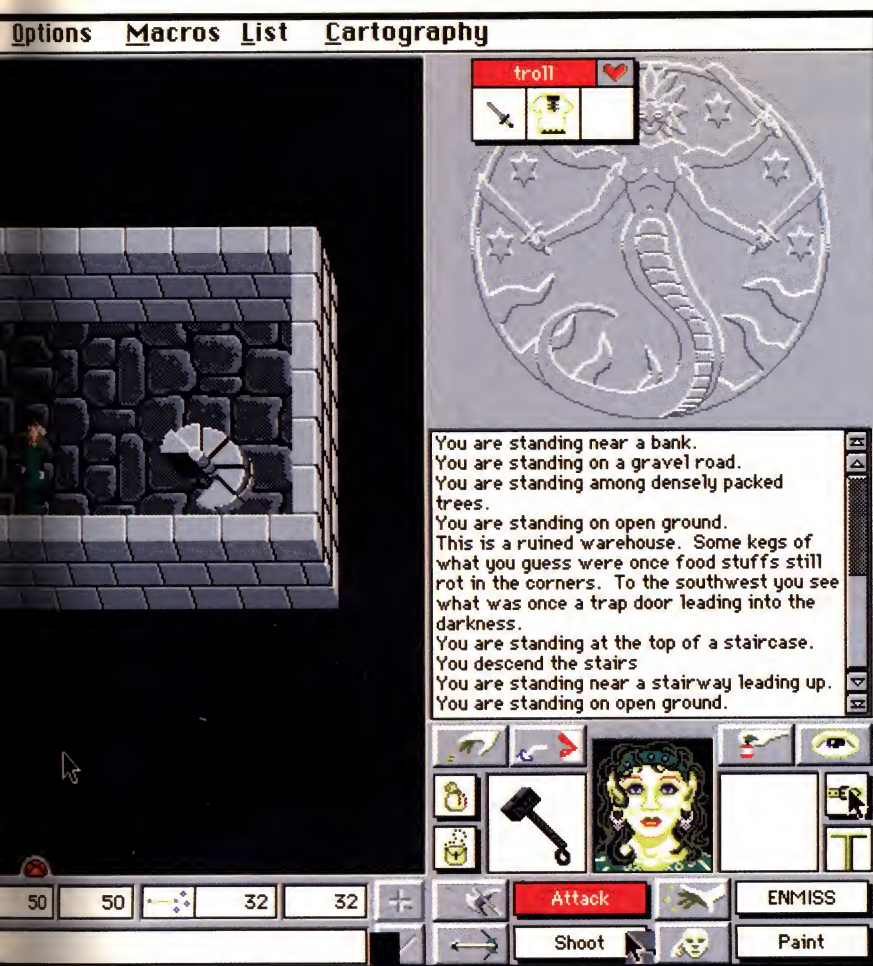
(Clockwise from top)  
Selling looted arms is always a good ploy for gaining more gold. Killing trolls in the dungeon is fun. *Kingdom of Drakkar*: Our heroine visits her mentor for more lessons in mental disciplines. Stevie finally makes it to level seven as a mentalist.

(Right) On-Line's FederationII

## MPG-NET

MPG's *Kingdom Of Drakkar* is entirely responsible for hooking me on multi-player on-line games. The plot is not spectacular - standard RPG stuff where the player gains experience by killing trolls and orcs. The quest is to unravel the mysteries of three cities: Nork, Fore and Maeling. Nothing new here except that the graphics are extremely good for an on-line game. They're no competition for near-video images from a CD-ROM, but then they're a far cry from *Super Mario Brothers*. At first I simply couldn't believe you could play such a game using nothing more than an ordinary 2400bps modem. The real clincher is that from Britain you can connect to MPG's system in New York State via





CompuServe's network. That reduces the cost to around £9 per hour. Not cheap but not excessive.

The main plus point in MPG's favour is the sheer number of players. One night when I logged in there were no fewer than 37 other poor, lost souls also playing. And the bit I really like is that only computer-generated characters can kill you! However, it soon becomes clear that you won't get anywhere within *Drakkar* unless you form alliances or communicate with other live players. Although it isn't supposed to happen – a 486 PC with a very fast hard disk does give you a slight edge in that the screen refreshes that bit faster. Not that I cheat, of course!

*Kingdom Of Drakkar* is MPG's first fully

functional game, while *Operation Market Garden* (a WWII adventure) is already up and running, but officially still beta. A third offering is *Empire Builder* where you pretend to be a railroad baron. On the horizon is *Star Cruiser* – MPG's offering to Trekkies. MPG's service isn't officially launched in the UK yet. On the minus side, I had to do a tiny bit of hacking to get the software going (basically, you have to type the passwords in manually when on line). Nevertheless, if you whip out your credit card and sign up, MPG is prepared to send you the software free of charge.

### On-Line

On-line is essentially the UK's answer to MPG. The jewel in On-line's crown is Air

## THE COSTS INVOLVED



As I mentioned elsewhere, you should be able to buy a modem appropriate for on-line games which comes with comms software for around £100 inc VAT. What makes a really serious dent in the old piggy bank is the cost of your telephone calls. It is not unheard of for novices to run up a £400 BT telephone bill during the first quarter when they start playing. So here are a few guidelines to keeping costs down.

### 1 Always call during cheap rates

This normally means after 6pm, all day at weekends or after 8pm if you are phoning the USA direct. Only the seriously wealthy would play via mobile phone!

### 2 Try to ensure you make a local call

Those living within Greater London don't have to worry. Outside London you should look at routing your call over a data network. For example, CompuServe has local dial inports in several key UK cities, such as Birmingham, Bristol, Edinburgh, Manchester and Reading. These numbers can be used for playing MPG-Net games. Call CompuServe on 0734 391064 or Freefone 0800 289378 for the full list. CompuServe charges you in dollars for this service but it usually work out to around £6.80 per hour, off-peak. This is a good deal since even off-peak will cost around £1 for two minutes direct to the USA.

### 3 Check out BT's DialPlus service

Another data network with national coverage is BT's DialPlus service. DialPlus has local numbers for most major UK towns and cities. You could use DialPlus to play On-line's *Federation II*, for instance. The cost is £1.75 per hour off-peak or £2.19 at peak rate. Call BT on 0800 181555 for more details.

### 4 Hook up to the Internet

The final option is to use a worldwide data network known as the Internet. The national press are describing this as the Information Super Highway. Essentially it is a network which connects diverse computer systems throughout the world. The advantage to the Internet is that sending data over it is essentially free. However, you will have to pay some sort of fee to connect to the Internet. The easiest way to gain Internet access is via a system such as CIX (Tel: 081 390 8446 or modem on 081 390 1244). An increasing number of bulletin boards are offering Internet access too. Give Microland a try on 0483 725905.

Many local area networks (LANs) have a modem or bank of modems which can provide access to the Internet. This is particularly the case with British universities and colleges. Some colleges might let you play games via the Internet, provided you don't do it at peak times. The same applies to some businesses. Occasionally, a LAN might have a shared modem which you could use to dial up a games system. This saves you from buying your own modem but could result in an angry DP system manager demanding you desist playing!



## CHOOSING THE NECESSARY GEAR

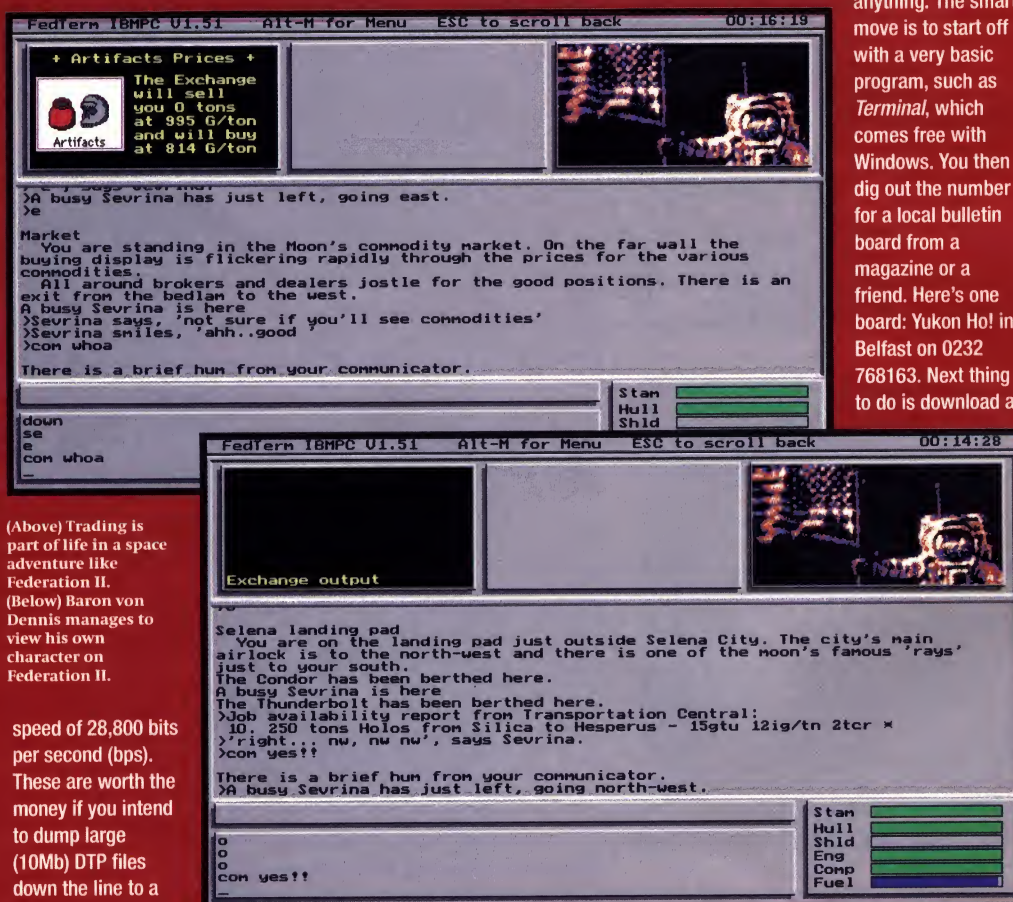
**I**n order to play on-line games you'll need some kind of modem. The only exceptions apply to those sharing a modem across a network (see LANs in costs). One of the cheapest kinds of modem is a card which fits into the standard expansion slot inside your PC. The snag here is that you can't share a card modem with other makes of micro, such as your Commodore Amiga. Conversely, if you buy a free-standing, desktop modem it can be connected to a whole bunch of different machines. Another kind of modem worth considering is the pocket modem. This has its own internal battery and is aimed at portable computers where you can't fit a card modem inside the casing. The trendiest form of modem is the credit card-sized PCMCIA modem, which fits inside the latest notebook PCs and PDAs.

Before buying your modem, decide what you really are going to do with it. Top-end modems go at an amazing

however, that in the very unlikely event that you do cause havoc at your local exchange, you'll be in very deep trouble. Express Technology has a BABT approved modem for £59. Other good makes to look for are Pace and US Robotics. It might be worth paying just a little extra for a modem that comes with fax and modem software, so budget for around £100. If you can get an old modem for next to nothing, you may still be able to use it. Modems that go at 300bps or 1200bps will work. However, those built only for Prestel aren't really worth messing around with. Finally, your modem should support Hayes AT commands otherwise it won't work with most current comms packages.

Software requirements can be diametrically opposite. Some games require you to own the necessary compatible package which works with that game only – it usually costs around £30. Other games, you can play with almost

anything. The smart move is to start off with a very basic program, such as *Terminal*, which comes free with Windows. You then dig out the number for a local bulletin board from a magazine or a friend. Here's one board: Yukon Ho! in Belfast on 0232 768163. Next thing to do is download a



(Above) Trading is part of life in a space adventure like *Federation II*. (Below) Baron von Dennis manages to view his own character on *Federation II*.

speed of 28,800 bits per second (bps). These are worth the money if you intend to dump large (10Mb) DTP files down the line to a typesetter. However, with virtually all the games I played, there was no real advantage to be gained from owning a high-speed modem. This is because the games allocate a fixed time – usually five seconds – per move. So there's little point in sending your commands down the telephone line at megaspeeds because the game won't accept them any faster. This is absolutely great news because it means that a real budget modem is all you actually need to thrash your opponents. We are definitely talking sub-£100 here.

Looking for a brilliant bargain among modems, you often see products imported directly for the US or Taiwan. You actually break the law plugging one of these things into a BT line but, since no-one has yet gone to gaol for doing so, Dataflex Design now market the Liberty range of unapproved modems, which are dirt cheap. Be warned,

free comms package, such as *Communiq*, or alternatively, you could grab a list of more local boards to call into. The advantage to good comms packages is that they support Zmodem file transfers. If your girlfriend kicks the modem out of the BT socket during a Zmodem transfer; you don't lose the lot. With Xmodem you do. (I recently lost 25 minutes worth of file when using Xmodem.)

Okay, so that's about it really. You should now be properly equipped. With *Procomm* or *Communiq* you can dial into On-line's system, for instance. Capture *Federation* back to your hard disk and then play *Federation II*. The same comms package can also be used to leave e-mail (electronic mail) messages asking for help with the game, to download maps to help your playing, or read messages from other players with useful tips.



*Warrior*: a multi-player flight simulator. However, On-line can also offer the text-based *MUD II* (Multi-User Dungeons & Dragons), and *Federation II*: an adult space-adventure game which offers a smattering of graphics. Additionally, there is *Interneccine*: a play by e-mail message game set in a futuristic game-show. The latest edition is *Lands of the Crown* – a text-based rival to *Kingdom Of Drakkar*.

The best of the lot is *Air Warrior*. This is a full-graphics air-war simulation which can be joined by up to 40 players. You can choose to fly a whole gamut of planes, ranging from a Spitfire to a F-86F Sabre jet. The graphics at svga standard are 3D, but this does mean that, until you get very close, it is akin to picking out a blackhead against a blue sky with a yellow blob for the sun. Not being a closet flight-simulator player, I found *Air Warrior* quite hard to play, but if you're into this kind of thing, then the multitude of realistic controls will have you drooling. The software was recently updated to provide full real-time combat play – high speed stall, flat spins and an increased range of gunnery options. There is also a possible means of gaining that extra edge. You can get into *Air Warrior* via the Internet which, given the right conditions, can prove faster than accessing directly via 2400BPS modem.

Anyway, for those who hanker after shooting down the Red Baron's Fokker Triplane or pulling an Immelman Turn, *Air Warrior* should prove hard to resist.

### The Wizard's Guild

This is the official home of Multi-User Dungeon as written by Dr Richard Bartle, which first hit the on-line community via the University of Essex's computer system. The attraction is that RPG enthusiasts will find that all the really experienced UK wizards are playing on this system. I can believe that the real die-hards actually prefer to have an entirely text-based system. Otherwise, why would there be an option within *Kingdom Of Drakkar* to turn off the graphics front end and play against others



## WHO, WHAT, WHERE AND HOW MUCH?

These are the main service providers. If you are a new user, just type the "new user" passwords listed below to gain immediate access to the system.

**The Wizard's Guild** Address: Drachen Fels, 2 Mayfair Avenue,  
Basildon, Essex SS13 1QG  
Games: MUD II  
Telephone: 0268 728889  
Modem Number: 0268 724440  
Cost: £50 for 6 months; £10 per month  
Software: Any comms package  
New User: mudquest new

**On-line Entertainment** Address: 642a Lea Bridge Road, London E10 6AP  
Games: Air Warrior, MUD II, Federation II,  
Internecine, Lands Of The Crown  
Telephone: 081 558 6114  
Modem Number: 081 539 6763  
Cost: £10 (inc VAT) per month, or  
£2 per hour (exc. VAT)  
Software: £30 SVGA version; £25 standard PC  
New User: online new new

**MPG-NET** Address: PO Box 367, Pawling, NY 12564 USA  
Games: Kingdom of Drakkar, Operation Marke  
Garden, Empire Builder, Star Cruiser  
Telephone: 010 1 914 724 3001  
Fax: 010 1 914 724 3490  
Modem Number: 010 1 914 724 3940  
Cost: US \$2.00 per hour plus CompuServe  
network cost £6.80 per hour off-peak  
Software: Sent free to subscribers  
New user: N/A

**Other useful numbers:** Dataflex Design 081 543 6417  
Express Technology 0784 421123  
Pace 0274 532000 US Robotics 0753 811180



using a standard (vr100) text terminal? By the way, another version of MUD is carried on On-line's system.

I feel, however, that Roger Harazim, who runs The Wizard's Guild, is about to pull off a sponsorship deal which will provide a neat graphics front end to MUD. If you want to see the game that sent me running from the PC as yet another bast killed me - dig your modem out and dial into MUD. ☐

(Top) Stirring stuff from the opening screen of Air Warrior.  
(Middle) Enemy planes spend most of the time as pinpricks on the horizon. But if you can get close enough they look fairly realistic.  
(Bottom) Of course, when they do get this close it's your moral duty to shoot them down.

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# PC

## ZONE

# reviews

reviews is what *PC Zone* is all about and this is where the reviews start. On the next 50 pages you'll find reviews of all the latest disk-based software. However, before you launch yourself into the most authoritative reviews pages around you might like to check up on what it all means.



ALL GAMES receive an overall mark out of 100. So by definition that's a percentage, but if you want to call it "out of 100" then you go ahead and call it "out of 100". As a rough guide to interpreting the scores, here are the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times....)

**90+ (PC Zone Classic)** Highly original idea or an exceptional, near "definitive" version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively, the software company took the reviewer to Paris for the weekend.

### 80-89 (PC Zone Recommended)

Extremely well executed and strong in all/all but one department. A high degree of originality.

**70-79** Strong idea and well executed. Not necessarily very original. However, weaknesses do not seriously impair playability and it has a reasonably long life.

**60-69** Games falling into the "if you like this style of game you'll like this, if not you won't" category.

**50-59** Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

**40-49** Dodgy. Still playable but probably only the once.

**30-39** Seriously weak in both idea and execution.

### WHAT'S ON OUR HARD DISK?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

#### UFO

Elite 2

Doom

Settlers

Robinson's


Requiem

**20-29** The game is hopeless or the software company forgot the £50 cash bribe.

**10-19** Bin jobs

**0-9** It didn't work. It crashed the PC and got jammed in the disk drive.

Is there anything worse than buying a game only to find it's not compatible with your machine? Yes, lots of things. Still it is a pain (and a waste of money) so check out the Specs box for a guideline to what memory, graphic and sound support you will need (or can use) with each game. However, please note this is only a guideline - you should also check the packaging or confirm information with the retailer or software company.

Finally, the In Perspective box. Often all that a review is saying is that a game is as good as that one, but not quite as good as the other one. In Perspective attempts to illustrate this visually by rating the game in terms of other similar product. The "scores" given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other. 





# THE SETTLERS



**The hideous subsonic rumblings of Patrick McCarthy's stomach often disturb the peace of our working environment, thanks to the marvels of Irritable Bowel Syndrome. Understandably, we chose him to review a game based on indigestion remedies.**

**T**HE SETTLERS is another one of those constructive, God-type games which seem to be appearing with the regularity of radioactive fish in the Irish Sea. It also manages to "combine elements of" (in other words; blatantly copy) so many other similar games, that we've spent many a long hour playing Spot The Influence. That's not to say it doesn't have a little niche of its own, both in the games world and in our hearts.

Basically, it's another city-building game with bits of fighting and conquering (or Lebensraum-seeking, as I should perhaps call it in this context) lots of economic

planning, bits of flower arranging and bits of voyeurism. (See pigs reproduce under the shadow of death! See cold-blooded breeders watch!) It could be said to be wide-ranging in scope. Everything and everyone is interdependent. Things produced by certain people will be utilised by others to make something else, certain things can only be built after a combination of events have taken place - you know the sort of thing.

You always start by erecting a central building - in this case, being Mediaeval times, it's a castle - where all the people and materials you own at the start of the game are stored. Before you build the castle, you should select the site with care. It's best to get a geologist's report on the

## Hurting people is wrong

When you expand your boundaries at the expense of someone else's (either by building your own knight's hut at the boundary, or by attacking a knight's hut belonging to your opponent and taking it over), your opponent will be forced to burn down any buildings now within your territory. This is good for your ego.







## Pick 'N' Mix

This is where you set the parameters for the game you want to play.

① Click here to switch between game types: fixed orders missions (with a range of objectives), training missions, one-player or two-player games are available. ② These slider bars decide the intelligence of your computer opponents (green bar), the amount of materials and resources each character has in store at the start of the game (blue bar) and the growth rate of your settlement (red bar). You're free to make life as hard or as easy for yourself as you like. ③ Opponents come with a range of pre-defined personalities and a selection of delightful outfits.

underground potential of the site. You'll need iron, coal and gold in the ground if at all possible (but since you can only mine in the mountains, you'll need to be near them) and you'll ideally need to have some trees and water nearby too, for chopping down wood and catching fish. The idea is to expand your village, taking over the land of the opponents around you, while still maintaining a solid balance of provision and utilisation of goods within your own community.

### Baddies

There are a number of computer opponents to choose from, ranging from the hippy, do-goody types to the absolute lunatics and there are also a number of ways to select exactly who you'll be playing against, so you can set the difficulty levels yourself. You can play up to three others at a time, or play a human opponent. The size of the world map on which you'll play can also be selected at the setup screen: the larger the map, the less chance there is that you'll have an aggressive neighbour waving his sword through your castle window right from the start.

It's a complex game but there are training lessons in the manual to take you through the basic principles. They show how to achieve certain objectives and

ensure you have the materials to do so. This is an essential facility with a game of this degree of intricacy, but it's the one good thing in an otherwise poor manual.

### Spot the influence

It's rather like *Sim City* because it has an emphasis on city planning, except that although your city expands in size, it doesn't develop through time – it's always rooted in Mediaeval times – and anything that becomes available to you (weapons, and so on) will always be of that time.

Otherwise you'd soon have converted transit vans all over the place and it would be called *The Crusties*.

Road layouts are as important to you here as they are in *Sim City*, because your transporters, the people whose full-time job it is to lug all the materials back and forth along them, can't get past if their way is blocked by six tons of Athena posters on their way to the knight's new bachelor pad. Thus, a well-planned spider's web-style network is essential. Unfortunately, you don't have the same devil-may-care, bulldozers-away facilities in your road-building that you do in *Sim City*. Trees, rocks and other areas of natural beauty cannot be demolished simply to make a link road to Do It All and, if you run out of wood, you have nothing to build with, so you have to plant trees as



## THE CHAIN

**T**he beauty of the game is that everything depends on everything else. It's a fully-functioning society and it can be a bit bewildering at first. To expand your territory (say, to make room for a farm) you need to construct buildings for knights to inhabit near your borders. Once they're installed, the boundaries go back. But you need gold to pay your knights (an astute reflection of the motivation of the average knight), which might come from the castle coffers, but may eventually have to come from gold mines. You need an iron mine to provide iron ore for weapons. You need a coal mine to top up the coal to give to the blacksmith to use in the forge to make weapons for the knights, scythes for the farmers and sharp throwing-knives for the pig breeders. This is beginning to sound like a warped version of Paddy McGinty's Goat.

To mine gold, iron or coal, you need to have a territory that includes some mountainous regions. Miners won't work if they're hungry, so you need farms, pig breeders and fishermen. The most direct way to provide food is to fish for it, but the supply of fish isn't inexhaustible. That's why you need a farm. Farmers grow wheat (this is before it was more profitable to grow nothing and claim huge subsidies), some of which goes to the miller in the windmill, then to the baker to make bread; some of it goes to the pig breeder to feed their pigs, who frolic in the fields, unaware of the fate that awaits them or their master's strange collection of pointy objects.

The knight's building requires wood and stone. A lumberjack provides the tree parts, a sawmill turns them into planks, a construction worker builds the framework. Assuming you have a supply of stone, the building will soon be complete – otherwise you need a quarryman's hut (which, thankfully, isn't made of stone).



(Right) Yet another gaggle of little men set out to cock their legs around the outskirts of their territory.



## THE MANUAL (A LENGTHY MOAN)

**F**or a start, it's all idiosyncratically translated from the original German and is littered with stuff like: "This chapter, consecrated to the training scenarios, is now finished". It's also written in a rambling fashion, without a reference section and assumes that everyone behaves in an orderly fashion when purchasing a game, plodding from the start of the manual, through every tutorial in the book, to the end, regardless of how tedious it is or how badly it's been written. There's a contents section, but that doesn't really help when some of the information crops up in another tutorial.

As an example, it breaks off in the middle of telling you how to produce food to discuss something as essential to your success in the game as the road layout. It's almost as if the manual suffers from a short attention span – it's like talking to a senile relative or having a chat with an MTV fan. The section isn't highlighted in any way and, if you were looking for it quickly, you'd never find it. Like most of the information, it's all buried in a mound of text.

The game is based around the construction of different types of buildings: a bakery, a butcher's shop, an ironmonger's and so on. The differences between their depiction in the game could fairly be said to be 'subtle'. Yet nowhere in the manual is there a chart showing each building with its name underneath, so you can quickly and easily remind yourself of the difference between, say, a forest ranger's hut and a lumberjack's hut. It's quite important to know, because one plants trees to replenish your stock and the other chops them down for building materials.

Likewise, nowhere is there any kind of flowchart or diagrammatic table showing what you need to achieve certain objectives (like producing meat to feed your miners). It won't stop your enjoyment of the game once you know what you're doing but it certainly impedes the learning process and, it's a shame really, because the game is so engrossing.

There are icon-based charts in the game itself that are supposed to aid you with all this, but they're very small and are still basically meaningless without consulting the manual where, again, you'll have to search for it.

well. Land can't be flattened either, so it's best to build meandering roads that are flat rather than straight ones that have 1-in-3 slopes: deliveries take much longer on steep paths, slowing the town's expansion.

Don't think that just because it respects the rights of trees it's all nicey-greeny-environmentally-sweet, though. There's a bit of *Powermonger* in there, too – a Serb content, if you like. The idea is to put together armies, expand your territory and eventually wipe your neighbours off the face of the earth. Except you can only attack military buildings in this. The forerunner of the "precision attack", obviously.

And, of course, no game of this sort could fail to have elements of *Civilisation* in it, too: your little Settler folk are hard at it, producing tools and weapons and diffuser hairdryers and other items essential for survival in Mediaeval Europe. Except, unlike in *Civilisation*, you can't control their development. You can't ask Mediaeval scientist-types to aim their work in a certain direction in the hope that they'll invent the Ladyshave. A restricted imagination means they only build scythes and stuff (although I suppose they are the precursors to the Ladyshave).

You can tell the game's set in the past because every one of your little characters has a career ahead of him. Within the game there are construction workers,

carpenters, bakers, millers, butchers, farmers, fishermen (but thankfully, no fishers of men), knights, forest rangers, lumberjacks, carpenters... the list goes on and on, but I can't find it to copy it out. Strangely, they all seem to be male, which raises questions about how they came into being in the first place. Maybe there's one woman who stays in the castle having sex and giving birth all the time. Who knows....

### Engrossing or what?

The nice thing about the game is that you can actually sit back and see all this stuff happening. Usually in games of this type, you're told in the manual that a certain development or event leads to another and that this chain of events leads to something else. Sometimes it's true, sometimes it smacks of programmer bullshit, but usually it's so far under the surface of the game that you can never tell which. With *The Settlers*, you know it's true because you can see it all happen in front of your eyes – and listen to it happen as well.

Say, for example, you want to start producing bread. You can watch the farmer sowing seeds, see the wheat grow and watch him harvest it. The sacks of wheat go off to the miller, the windmill starts turning and soon the flour appears in sacks outside. These are delivered to the bakery. A face appears in the window, smoke starts







### SCORE

A damn fine, engrossing game.

"...See and hear trees being cut down, people hitting each other and construction workers shouting abuse."



pouring from the chimney and soon there's piping hot bread waiting to be delivered outside the bakery.

While this is going on, you might also be keeping an eye on the construction of a building, ordering some knights to go and attack a neighbour's outpost and defending one of your own. You'll see and hear trees being cut down, people hitting each other over the head and construction workers shouting abuse at any women who walk past your PC.

It all looks very nice, too. You can play it in normal-viewing mode, which is better for planning the routes of roads and other intricate fiddling about, or in SVGA mode, which allows a lot more of your vast territories to be seen at once, but also reduces the icons to a size that makes you want to get the anti-static screen cleaner out. Luckily, you can switch between the two at the click of an icon. Whichever way you view it, though, you're guaranteed to have plenty to see and do and the option for freeform games or set missions, means you'll come back to it again and again. **Z**

(Left) All these people got into a mini Metro at once.  
(Below) It was flag day in the village which meant the Redwings Pony Sanctuary were out in force.



**Minimum Memory:** 4 Mb

**Minimum Processor:** 386/25 MHz

**Hard Disk Space Required:** 4Mb

**Graphics Modes Supported:** VGA/SVGA

**Sound Cards Supported:** Sound Blaster, AdLib, Roland SCC-1 or compatibles

**Controls Supported:** Mouse

**Price:** £39.99 **Release Date:** Out now

**Publisher:** Blue Byte **Tel:** 0727 868005

### IN PERSPECTIVE



good addition to the crop of god-ish games, which have been of a consistently high standard.

Sim City 2000

Civilisation

Dune 2

The Settlers



# NONE BUT

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## MICRO PROSE

### FRANTIC DOGFIGHTS, DEATH DEFYING DIV

# 19

THE PAC





# THE BRAVE...

...200 miles from his mother ship,  
...good luck. Often, he ran out of  
...all speck in a vast ocean of  
...flyer waiting for rescue."

42  
AIR WAR



BOMB ATTACKS AND TERRIFYING TORPEDO RUNS

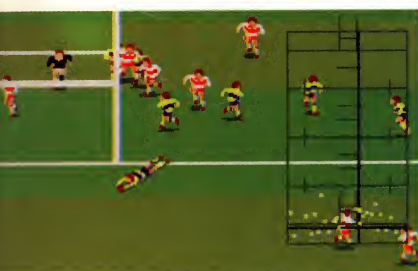


# WEMBLEY RUGBY LEAGUE

With his new stripey jumper, **Jeremy Wells** headed for the valleys in search of men with funny-shaped balls.



IF THERE'S one thing I learnt at school, it's that the problem with rugby is that the ball doesn't bounce right. Someone would hoof the thing half way up the pitch with the intention of it floating gracefully into your outstretched arms and what happened? The ball took on the persona of Willo' the Wisp on acid and



bounced about the pitch, making it almost impossible to pick up. If you were lucky, you could eventually manage to grab it just in time for some full-back (who, more often than not, resembled a dodgy Gladiator without the lycra) to charge into you, causing you to drop the ball and send it on yet another excursion around the daisies.

This personal display of dextrous inability was usually accompanied by a bout of furious whistle blowing, interspersed with familiar wails of despair as the opposition raced down the line to score yet another try. All I would have to show for my efforts

"... zoom in and out to see your glorious fumbblings in even greater detail!"

would be a severely damaged limb or two and a battered ego.

If your experience of rugby is anything like the above then you shouldn't be too disappointed with *Wembley Rugby League*. What's more, you'll be pleased to hear that the ball bounces just as erratically on the screen as it does on the field, making this one of the most realistic and frustrating sports sims available.

All the features you would expect to find are there, along with a two-player option. You simply choose your team, select the line-up, re-design the strip if you wish, alter the players' stats, change the weather and generally make the game as difficult or as easy as you wish. There are eight levels of difficulty in all, and you can also select to play your team with individual skills to make things more interesting.

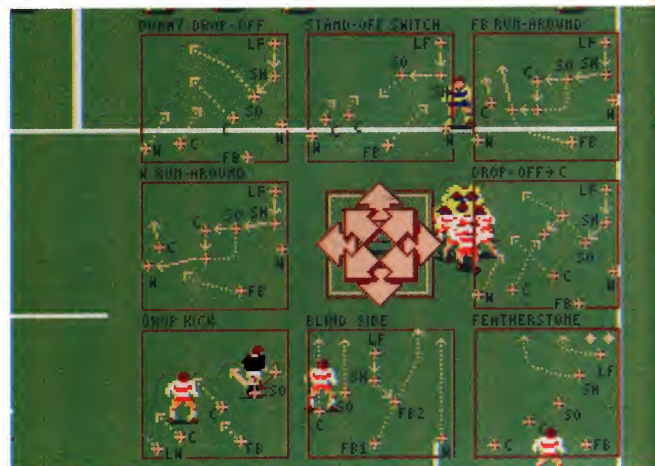
The game can be played just as a management sim, where you don't actually play any games but simply rely on your team selection and judgement to get through. However, you get much more out of the game by playing your own team and hoofing the ball up the pitch yourself and watching it dance about the screen as the players make brave attempts to grab it. This is made even more enjoyable by the fact

that you can adjust your level of view from 3D to flat, as well as zoom in and out to see your glorious fumbblings in even greater detail!

Slow-motion replays are also available for recording those match-winning tries.

Controlling your squad is easy: the sprites are large, though rather non-descript, and movement is fast and fluid. Passing, kicking and tackling are soon mastered, whilst the set pieces give the games more depth and lend a certain element of strategy to the playability. The pace of the game is fast and furious (even on the lower levels, allowing ample scope for heroic runs down the wing and bone-crushing tackles) once you've managed to pick the ball up that is!

If you enjoy playing soccer or American football sims and fancy a change, *Wembley Rugby League* will definitely not be wasted on you. If you don't particularly care for rugby then you'll be better off sticking to your average football simulation - the rules are less confusing and, more importantly, the ball bounces normally! **Z**



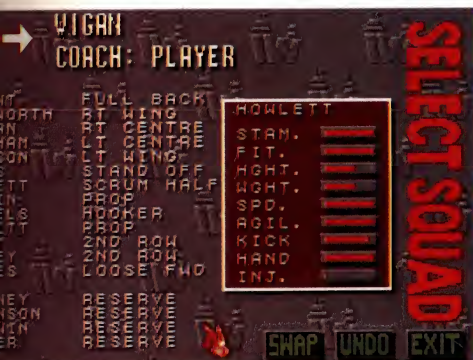
SCORE

Quite an improvement on previous rugby games.

Minimum Memory: 720K  
Minimum Processor: 286 20MHz  
Graphics Modes Supported: VGA  
Sound Cards Supported: Adlib and compatibles  
Controls Supported: Joystick, mouse, keyboard

Price: £29.99 Publisher: Audiogenic  
Release Date: Out now Tel: 081-424 2244

(Above Left) This is what its all about - people lying in agony. (Left) Selecting your team is easy, as is altering your players' stats to make them perform better so that you can kick merry hell out of the opposition.





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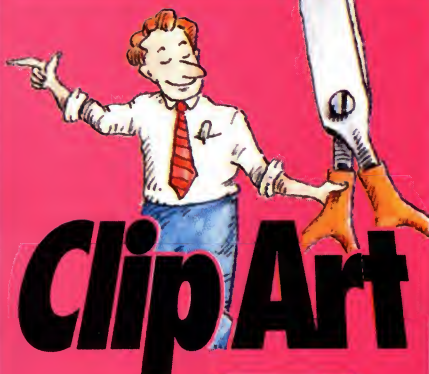
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AMIGA



PC COMPATIBLES



CD32

PC & COMPATIBLES PC CD ROM

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# KICK OFF 3



## KICK OFF 3 WORLD

the Brazilian **Playmakers** to split the opposition with pinpoint passes or the German **Sweeper** to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch **Wingers**.



PC COMPATIBLES

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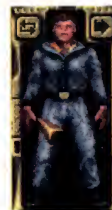
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**ANCO**



# ROBINSON'S REQUIEM



**Duncan MacDonald** has been waiting his whole life for a computer game in which you could amputate your own legs and then take a lethal morphine overdose. His wait is over. Cue *Robinson's Requiem*.

you'll soon be winging it back to Earth a hero with massive pay packet in hand. But instead, your spaceship crashes onto the surface of Zarathustra. Stranded. No way out. Crap clothes. No equipment. Confused. And so on. That's where the game starts.

## Hack off an arm

So you're on the planet Zarathustra. You parachuted out of your ship in a hurry and didn't have time to pack a lunch. A quick check of your inventory reveals this fact. Bigger all, basically - just the clothes on your back (a rather useless grey-tracksuit affair) and your Sesame mini-computer



"... mix some uppers and downers and see what happens to your blood pressure."



Some of the varied landscapes you'll come across. It's worth bearing in mind that if you use your knife on a cactus, you get food with an extremely high water content.



WANT to grab your attention pretty quickly on this one, so I'd better get this slightly boring opening point out of the way. Here it is... if you're

the sort of person who only buys games scoring 90 or more, and have already noticed that this one only got 85 and are, therefore, about to drift off to another review; it's worth bearing in mind that the bad points that dropped the overall rating are easily negated by the game's incredible atmosphere. Basically, I'm playing safe because I don't want anybody to (a) buy *Robinson's Requiem* purely on its score, (b) to then discover all the dodgy bits, and then (c) whinge that I didn't do my job properly. However, on the other side of the coin, if you're aware of the downers, I reckon you may decide you can live with them and will up the score yourself. (I know I probably would.) So what I'm going to do is rant and rave about the brilliance of *Robinson's Requiem* in the main review, and then bung in a completely separate box-off towards the end, containing all the crap elements. You weigh it up for yourself. Anyway, that's boring opening point over - now I'll move onto the game.

## Gangrene sets in

Here's the basic story in quick bursts. (It helps to know the plot, so I wouldn't skip it if I were you.) Okay, it's the future. Over population on Earth and all that. New planets are needed. There's a military organisation called AWE (Alien World Exploration). The members of AWE are called "Robinsons". Their job is to explore unknown planets to ascertain whether living conditions are suitable for colonisation. You're a Robinson yourself, and you're just about to finish your five year tour of duty. You're en-route to your final mission: the planet Zarathustra. Unbeknownst to you, though, foul play at government level is at work. You assume



(Above) "Cause of death: hyperalg something or other" says the scrolling message. "Cause of death: cutting off your leg and taking a massive alcohol and morphine overdose", more like.

(which is worn under your shirt). Mind you, the aforementioned Sesame mini-computer is quite a piece of kit, and, batteries permitting, can be accessed at the click of an icon. Here's the sort of information you get from the thing, in no particular order: Your heart rate. Your blood pressure. Your body temperature. Your body's resources (blood, energy and water). The outside temperature. Whether or not you have a malaria virus (and if so, to what extent). Your body weight. The weight of the load you're carrying. And, finally, the time: the digital clock - which is set to earth time - even has an alarm on board which you can set yourself for things like: time to eat, time to sleep and so on.

Anyway, back to the proceedings. So,



you're wandering around the opening level, enjoying the brilliant graphics and the atmospheric, spooky sounds. And you continue to wander, hoping you'll soon find something – some kind of clue. Anything. You then spot a possible item miles off in the distance and impatiently break into a trot so that you get there more quickly. But it just turns out to be yet another tree; just slightly different in colour to the ones you've seen so far. So you carry on walking about, slightly lost (and, stupidly, not paying any attention to the auto-mapping facility). Suddenly though, out of the corner of your eye you notice a



small, blobby whitey/green thing nestling in a clump of grass, 50 feet away. You sidle over to it, position your cursor, click, and voila! Your first find! Your Food Inventory automatically opens and in it goes. (It looks like a cauliflower – all you need now is some cheese, some flour, and some milk. Er, and some Birdseye beefburgers and some chips.) But what's this? Flashing white spots have appeared, and are dancing about in front of your eyes....

### Severe Internal bleeding

Oh dear, the flashing white spots are getting worse and your character is making funny groaning noises. You remember the First Aid icon and click on it. Hmmm, the X-Ray scan isn't showing up anything

dodgy. So you zip into the Sesame mini-computer instead and discover your heartrate is up to 90 BPM. Then you spot it. The reason for the malaise. The outside temperature is 100 degrees in the shade. So we're talking sunstroke then, but there's nothing you can do about it other than to lie down and hope for the best. While you're at it, you may as well have a kip, so you click on the Sleep icon. Cue the first of the many dream sequences (tasty chick telling you about telepathy to the sound of eerily calming music). Then you awake. And guess what? It's only raining. Hoorah! Dark skies with lightning and thunder, and temperature at a pleasant 60 degrees. No flashing spots. On with the search.

### Nightmare flatulence

(Much later). You approach a geezer. "Oy," he says, "Keep off my turf or you've had it." (or something like that). Apparently, he's another Robinson, but you can't team up because it's every man for himself on this planet. So you select the Fight icon, select Fist (the only action available) and pow pow pow. Out go his lights, meaning you can now search his body. And the spoils? His Sesame mini-computer, 15 matches, a URG1B battery, an empty flask and (da da da) a knife. You stick them in your inventory. Time goes on and you do some other stuff. For instance: (1) You eat the "cauliflower" and get mild food poisoning. (2) You find a fruit tree and pick some "pears". (3) You find a small lake, fill your flask, drink the water, and get more food poisoning. (4) You use your knife on a tree and get wood. (5) You build a fire, sleep, and have another dream. (6) You contract malaria (well done – I don't think). (7) You gather some leaves and make a "hat". (8) Then you



If you're wondering what the blobby thing is, it's your nose. Your eye's been gouged out!



Yes, it rains in Robinson's Requiem. Thunder, lightning – the whole nine yards.



The chick who visits you in your dreams.



### IN PERSPECTIVE

**R**obinson's Requiem is unique in many respects, but these games have all utilized a similar first-person perspective.

Ishar

Legends of Valour

Robinson's Requiem

Underworld I





accidentally stumble upon the wreckage of your spaceship. From the wreckage, you manage to salvage several lengths of wire... potentially very useful if you can work out which object(s) to use them with.

### Take loads of drugs

Most important however, is the discovery of your undamaged medical kit. Needle and thread, bandages, antibiotics, antispasmodics, aspirins, safety pins, quinine, syringes, atropine, cyanide, morphine and much, much more. Ergo, you can now treat your malaria and food poisoning. And now you can also mix some uppers and downers and see what happens to your blood pressure. But forget them for the moment, because it's time to end this *Robinson's Requiem* walkthrough – and

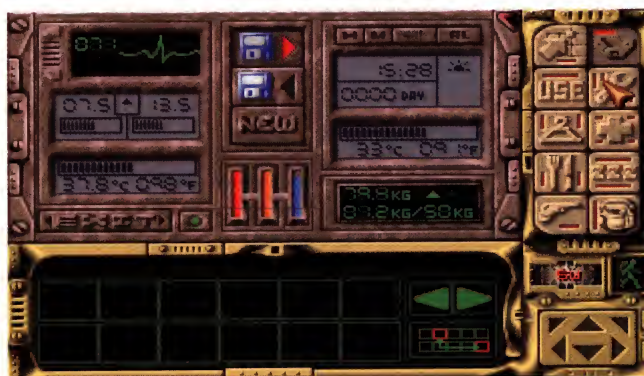


there's a sure way of doing it (and this is without using the cyanide). Yup, it's double amputation time, the OTT treatment for all ailments. Using the point-and-click First Aid window, you put tourniquets above the knee on both legs, you inject anaesthetic, you select the knife and you lop off the limbs in question. Fail to sew up the nubs, don't bother with bandages, wait a few seconds and it's game over. You never even got to fight the tiger, get your eyes gouged out by the eagle, make a bow and arrow, work out how to construct Molotov Cocktails, or anything – which is the price you pay for committing suicide. The real idea, of course, is to stay alive at all costs: thinking, fighting and administering your own personal medical care as you go along. You need to be a cross between Dr Kildaire, Carol Vorderman and Arnold Schwarzenegger to make it through the desert, into the rainforest, across the grasslands and onto whatever lands lie beyond. Let's not forget what Confucius once said: "When blind one-armed man with no spear fights bison, bison wins!" Argue with that at your peril.

### Very Crap Things Indeed

Okay, so *Robinson's Requiem* sounds good thus far; like a science-fiction survival sim, and don't forget that I've only scratched the surface – it gets even better as time goes on. But, as I said at the outset of the review, there are heaps of things kicking in the opposite direction. Spoilers. Check them out.

- 1 The so-called Voxel graphics can get very wibbly when you're close up to things – like the side of a hill or whatever. There's quite a bit of jerkovision, too.
- 2 Fall off the edge of a cliff and you can break a limb or get killed. Sounds good in theory but, in *Robinson's Requiem*, a fall of what previously looked like an inch can do the trick.
- 3 You can get "stuck" in the scenery. You can always extricate yourself, sure, but if you're being chased by a "killy thing" this slightly annoying glitch becomes some what more problematic.
- 4 The cursor movement controls are a bit "sticky". If you're used to *Doom*, they'll piss you off like crazy.
- 5 At one point I actually walked "outside" the game area. Limbo city, Nowheresville. (It only happened the once though).
- 6 The brilliant thing about the game is the sense of freedom of actually being "outside". However, the different outside environments are attached to one another by tunnel networks... and the tunnels, not to put too fine a point on it, are a bit boring, too full of sudden impassable death, and detract from the flow of the open-air real-life continuous geography.
- 7 The fight system isn't intuitive enough. There's slo-mo-vision, too.
- 8 The interactive inter-character talky bits aren't really "interactive".
- 9 Er, and there's more, but the above are the important ones. (Apart from the fact that you'll be needing a 486, of course).



(Above) Who is that fearless hulk of a man? That's you, that is. (Bottom) Here's the read-out screen of all your bodily functions: experiment with the chemicals and see if you can get them all down to zero.

### Amazingly enough, though...

Yes, like I suggested at the beginning, this was a hard game to mark. The main point is that – crap things aside – the atmosphere in *Robinson's Requiem* is amazing. You really get drawn in, especially if you're sad enough to turn the lights out. The term "interactive movie" is such an over-used cliché that I hate to use it, but I'm forced to in order to put the whole thing into some kind of perspective.

Okay, so basically an "interactive movie" (bleeugh) has to contain (a) freedom of choice and movement, (b) a basic plot and ultimate goal(s), (c) an arcade element requiring hand/eye co-ordination and (d) an adventure element requiring logic and problem solving. And it has to be said that *Robinson's Requiem* does indeed contain all of these elements... in just about perfect proportions, to boot. Essentially, I reckon that if you took the world's best programmers in every field ("rotaty bitmaps", "3D engines", "voxel", "guru" and so on) and told them to recreate *Robinson's Requiem*, you'd end up with one of the games of the year. As it is, you end up with one of the most intriguing games of the year – and you may not be surprised to discover that it's French. (They're so good on the originality front.) So how do I finish? Well, I say buy it, but don't get on my back if you're not as impressed. (And yes, I know it's a cop out, but I reckon you'd do exactly the same.) ☑

85

## SCORE

***Robinson's Requiem* is a highly original and addictive "survival sim", which, unfortunately, has some annoying bits.**

Minimum Memory: 4Mb

Minimum Processor: 386  
(486 recommended)

Hard Disk Space Required: 7Mb

Graphics Modes Supported: VGA

Sound Cards Supported: AdLib,  
Sound Blaster

Controls: Keyboard, mouse

Price: £39.99 Release Date: Out now

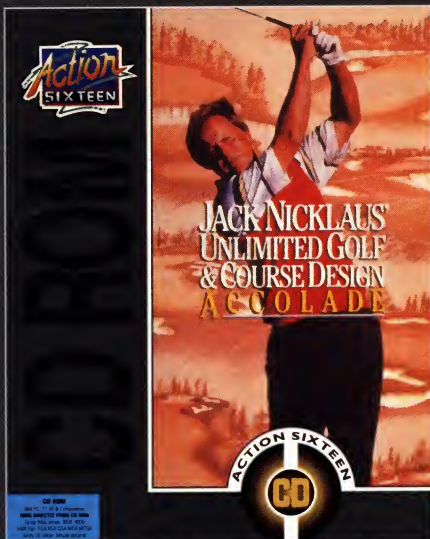
Publisher: Daze Marketing Tel: 071 328 2762



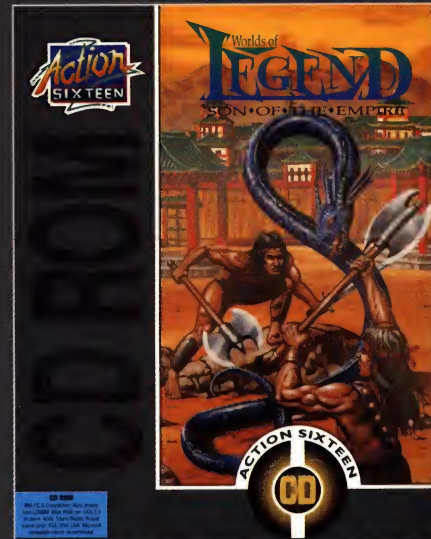


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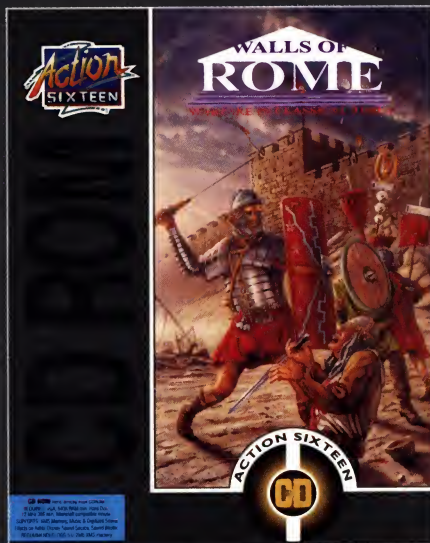
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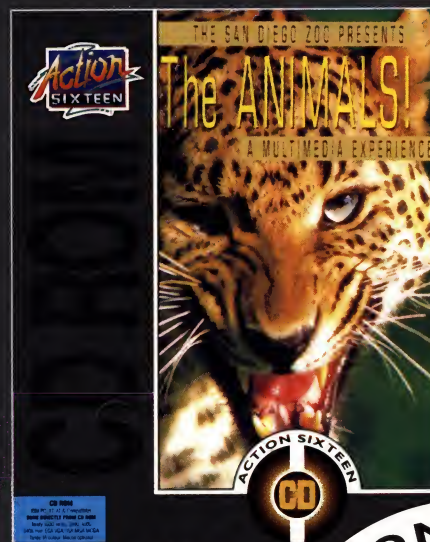
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(Right) You can open factories all around the world but it pays to get consultants to tell you about the likely demand first (even though they're often wrong too...)  
(Below right) One of the more colourful reports shows how you and your rivals are doing.



(Above) Any day now and we'll be able to build a jelly mould....

# DETROIT



**Impressions has a rather bumpy track record as far as computer games go, but since it began concentrating on strategy games, things have steadily improved. Andrew Wright looks at the game that may be it's best yet.**



AMES from Impressions are remarkable in the range of reactions they seem to generate in both reviewers and readers alike. Some people seem to run for cover, while others relish the in-depth strategy that the range offers, even if the graphics, sound and general presentation do occasionally seem to be more of an afterthought. There is rarely a consensus as to each game's merit.

There's little doubt that the company is a prolific game developer, but while it churns out fairly routine strategy games month after month, it has never really hit the big time. Most people's views are coloured by the painful memories of embarrassing, animated soldiers marching around excruciatingly two-dimensional terrain. The original *Rorke's Drift* might have been a notable British victory, but for Impressions it was a defeat that they've spent a long time trying to live down.

On the other hand, Impressions games have certainly improved of late. *The Blue And The Gray*; an American Civil War game, was an altogether better war game than most. The latest addition to the range is nothing

if not original because instead of blood, gore and bullets, *Detroit* is entirely pacifist in its approach. Well, that's debatable - it's about the car industry.

*Detroit* casts you in the role of a visionary designer and entrepreneur in the Henry Ford mould. All you have to do is dominate the world by building bigger and better cars than your competitors and in doing so, clean up the world market. You only have a hundred years, so you have to hurry.

Fair enough, it's an unlikely idea for a strategy/sim game, but then we've already had all kinds of weird and wonderful sims, from railroading in the USA and futuristic spice-collecting claptrap in *Dune*, to pigs and hens in *Sim Farm*. MicroProse gave up thinking of something original to simulate and just did the whole of civilisation from start to finish. How unimaginative.

## On the road

The game comes on two high-density disks and unpacks to nearly 800 files in a single directory. I'm sure this must slow the game down more than necessary. The manual is brief but comprehensive, except when it comes to the whys and wherefores. Then again, this is a common problem in



# A CAR IS BORN

## 1 Territories

To start a game, you select one of 16 territories in which to build your first factory and Sales Office in January 1908. Choosing the NE USA puts you right in the biggest market – opting for China means you probably won't sell any cars until about 1970. All that remains is an original name for your company and the name of your first model of car.

## 2 Main Screen

The main screen: from here you can access the design, research, sales, marketing, administration or archive buildings, either from the picture or the icons along the bottom.

## 3 Car Design

In the car-design screen, you can alter the body shape within the limits of your present tech level. It's the old Chitty Chitty Bang Bang look, I'm afraid. At least it is until your researchers come up with something a touch more modern. You can alter your model as much as you want and even turn it into a pickup, van, luxury or sports car, but then again they might not sell. Very little technology is available in 1908 – you have a choice of one engine and a handbrake. Later on you can develop everything from the drum brake to the turbocharger. Note the choice of 28 different colours – a far cry from Henry Ford's black, black or black approach.

## 4 Test Track

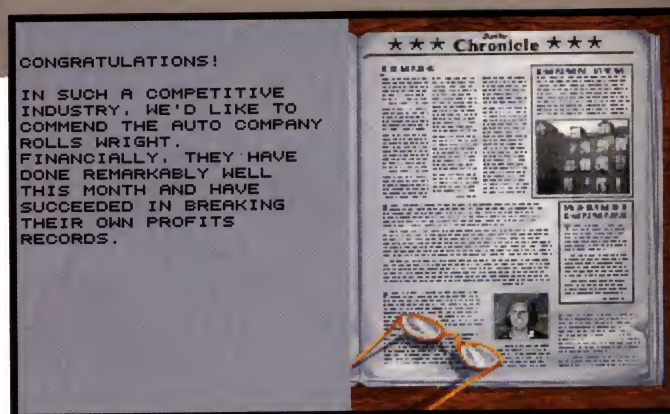
With your car designed, it's time for the test track. You get some very average animations with each test (easily skipped) and an overall percentage score for your car telling you how good it is in its class. It costs you though, so you can't spend all day getting it right.

## 5 Marketing

Now it's time for some production and marketing. You set the price of your first car (taking into account production, labour and overhead costs), set up supply lines if you have offices in more than one sales territory, and decide how many workers to put to the job of producing cars. Global or territorial price adjustments are easily handled, so you can rip off the poor old Brits, just like in real life, and sell them off ridiculously cheap in Belgium.

## 6 Financial Results

Everything is sorted so it's just a question of clicking on the end of month icon and watching what happens on your profit/loss sheet. Looks like we need to have a rethink here, lads, or should we sell out to BMW?



strategy and war games. To simulate, you have to have an idea of which factors are important and which aren't. Take the business of colour: what difference does a red car make? Or a yellow one? If you're not given ground rules, how can you make decisions? Well, there's a clever hints sheet supplied which provides you with just the amount of help you need, but it still doesn't explain why, of course.

The game suffers from frequent disk-drive access, though the Smartdrive cache improves matters no end. If you own a small, slow hard drive, say 40MB or less, or a processor at the low end of the scale, such as a 286, you'll need some patience. Even turning off the superfluous sound doesn't help that much. With a moderately fast 386, though, and a reasonably-sized hard drive, you should be able to overcome the temptation to hit something every time you change screens.

I'm also rather doubtful about Detroit's value as a simulation – there's not enough background detail in the manual to allow you to make realistic decisions, except by trial and error, though you do get a hint card if you want to get an idea of the optimum settings for the starting month.

(Top) "Oh, you, Chitty Chitty Bang Bang, we love you!" (Middle) If nobody's buying your cars, you can try advertising on billboards or in papers. Failing that, you could build better ones (but that's not very "real life", is it?) (Bottom) Let's hope Red Robbo doesn't get to hear about this....





(Below) Research is vital to long term success – “vorsprung durch technik” and all that. (Right) Choose your report from this screen.



## REPORTS

You've a choice of 15 reports, some of which you pay through the nose for and some of which are free. Incidentally, the media-review report contains motoring magazine reviews, but an Impressions spokesman told me not to bother as they were always wildly inaccurate. Perhaps someone is getting their own back....

Back in the real world, Ford might have the lion's share of the world market but they're in debt to the tune of several billion dollars – a situation which isn't allowed in the rather simplistic game world. Other factors have been ignored in the supply and demand equation, such as the issue of reliability, which should perhaps have been included as one of the areas of technology to invest in.

Just to rub salt in the wound, the interface leaves a few things to be desired. Like consistency. Don't get me wrong. It's a nice, user-friendly design and while it depends a little too much on the mouse, it's easy to get to grips with. However, on some menus, the Next and Previous buttons cycle through territories where there are no factories or offices, which is a bit irritating. Also, the keyboard shortcuts change from one menu to the next. For instance, the Assign button might be A on one and I on another. Very sloppy.

A bit of help or advice wouldn't go amiss either – it's all too easy to forget to do something vital, like fixing the price of a car in a territory and then rapidly moving ahead six months just when you think you've cracked it. Only to discover that when you do eventually look closely at the territory in question, there's a huge stockpile laughing you in the face....

## Trusty Trabants

On the other hand, and far more importantly, *Detroit* is a cracking-good, real “play till 2.00 in the morning” game. There haven’t been many of those lately, so it’s all

the better for it. The strategy element provides a genuine challenge and while it is easy to make a marginal profit, it's much harder to keep up with the front runner and win. Even if you master the game pretty quickly on the start level, there are five other levels of increasing difficulty. What's more, you can always try handicapping yourself by building your first factory in Eastern Europe and building Trabants or Wartburgs. I've always thought a Trabby convertible would have gone down well in the old workers' paradise....

The main thrust of the game is a delicate balancing act between developing new technology, introducing new models, and altering your manufacturing levels to cope with increasing or decreasing demand, while getting value for money out of your work force and paving

them what it takes to get the job done efficiently. A great game for the Tory voters – if there are any left out there. There's certainly plenty to do and hardly a month goes by without something needing to be altered or fine tuned, which is a good sign. Any game that lets you trundle from turn to turn, wondering if you're doing the right thing, is sadly lacking in my book.

Detroit goes a long way towards proving that Impressions has got over the hump at last. The company has a lot to live down, of course – those crass little figures in *Rorke's Drift* will go down in the annals of wargaming history as one of the hobby's most damaging inventions. However, with more games like this one, they'll soon make amends. As far as I'm concerned, they already have done. **Z**

## SCORE

**An intriguing strategy/sim which boasts both originality and playability.**

**Minimum Memory:** 640K RAM (2 MB recommended)

.....  
**Minimum Processor:** 286 (386 recommended)

**Hard Disk Space Required: 6.5 MB**

.....  
**Graphics Modes Supported:** VGA

**Sound Cards Supported:** PC speaker, AdLib/Gold, Sound Blaster/Pro, Roland

**Controls:** Keyboard, mouse

**Price: £39.99 Release Date: Out now**

**Publisher: Impressions Tel: 071 351 2133**

**"Detroit  
is a  
cracking-  
good,  
real  
'play till  
2.00  
in the  
morning'  
game."**



## IN PERSPECTIVE

**I**t doesn't quite have the overall appeal of *Civilisation* but it's a damned fine game all the same.

# Civilisation

## Detroit

## Railroad Tycoon



# KA-50 HOKUM

A HELICOPTER FLIGHT SIMULATION

OVER THE SOUTH CHINA SEAS



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Virgin

KA-50



# GREAT NAVAL



## IN PERSPECTIVE

Great Naval Battles

Great Naval Battles II

Task Force

Jutland

Having pretty well cleaned up in the Atlantic, SSI steams over to the Pacific for an even-better looking sequel to its classic naval war game. Old sea dog Sheldon May goes along for the ride.

**S**SI'S GREAT NAVAL BATTLES was by no means perfect, but it was certainly the best surface action war game to appear in recent years. Despite its shortcomings, the popularity of the product was sustained, largely because SSI made an effort to keep loyal players satisfied by releasing several scenario disks.

It would have been a simple matter to tweak the engine of the original game very slightly, create a selection of new scenarios and re-release it with an undeserved "II" appended to the title. Fortunately, SSI has chosen to rework the game to a greater extent, especially upgrading both sound and graphics to meet the expectations of a host of new game players and the technological capabilities of new machines.

### Total control

While the original game was set in the Atlantic, for the sequel the scene moves to the sunnier, but no less bloodier, climes of the Pacific. It centres on a series of crucial battles between the US and Japanese fleets that took place around Guadalcanal between 1942 and 1943.

Dozens of training missions, several different

scenarios and two campaign options give this sim long-term playability: to put this in perspective, one scenario (with just four ships) could keep you amused for a day or more. It'll take about two days to play each side and that's using only the simplest of tactics, like steaming straight at the enemy with guns blazing.

The degree of control you can exercise over the fleet is quite daunting but, thanks to the excellent interface, coming to terms with the multitude of functions takes surprisingly little time. I have to admit, though, that launching air strikes did require more than a brief glance at the manual. The AI does an excellent job, taking care of just about everything, such as plotting main and second gun-firing solutions and, if conditions require, shedding some light in the area with star shells. At the same time the computer will take care of pumping out and repairing damaged areas, launching torpedoes, maintaining your customised ship formations and flying 50 TBF Avengers and F4 Wildcats.

You can, of course, do it all yourself (excluding the flying), but I challenge you to take evasive action with 20,000 tons of USN Yorktown when a squadron of B5N2 Kates have just dropped twelve 45-knot, high-explosive fish in the water and the primary gun director has just been dive-bombed out of action on the USN Sth Dakota. If you don't think that's a problem, try counterbalancing your listing vessel by deliberately flooding opposite sections of the craft.

There is a happy medium to suit most people and switching the AI on or off is a mouse click away in the respective control window.



Aha, me hearties. Still no ships on the horizon. Probably because I haven't moved for two hours.



What a map! It's really, er, mappy, isn't it?



At last, an enemy ship! Over here mate, I've something for you.



# BATTLES II

All this action can be viewed from anywhere on any ship in the task force and, for the really vain, a camera is provided on the look-out post to record the very few successful assaults on the dominant Japanese force. Few things in life are as gratifying as a full broadside connecting! (*You sad person. Ed.*)

## On the campaign trail

Much of your time controlling the activities of the fleet is spent on the bridge of the flagship. The map display is the heart of the operation. It enables you to post specific orders to other land bases and vessels, and it can be adapted to show various ranges and icons, of which there are too many to list. There is also an array of preset navigational aids, such as shadow, intercept, patrol box, return to base and so on. If watching through the sights of your main guns is all too much for you, then zoom in on the enemy and watch your bombers in action.

The basic goal in the campaign mode is to gain and maintain control of Guadalcanal. You also have limited authority over the troop movements in the area, but the game objective is really to keep them supplied. (We all know battleships have a short lifespan without adequate support.) Again, it is up to you to decide when to disengage and return to bases to refuel and repair. As was the case at the time, the Japanese have air superiority, but remember: your guns are bigger. In a game like this that simulates reality so precisely, the golden rule of "know your enemy" should always be adhered to. Believe me when I say things start to get

really hairy when, having only allocated six planes to spotter duty, you get your first contact. Naturally you tool up the torps and dive bombers, allocate a fighter escort and away they go, keeping back a skeleton force for a second wave. "Oh gosh!" I said (something like that anyway) when contacts two and three appeared with their spotter planes heading in my direction. Time to run for cover. But on a clear sunny day? I don't think so! There's just enough time to split the force and send the BBS in for a kill, but with two in for repair and a supply convoy to defend my apparently unassailable task force, things were looking decidedly thin! Tension mounts as the first attack wave returns looking battered. Worse is still to come since the enemy makes a retaliatory strike immediately. I am forced to concede this one and retire to nurse my seriously bruised pride.

## A naval love affair

SSI has managed to create a comprehensive but, nevertheless, extremely playable simulation which not only puts the original game in the shade, but knocks spots off everything else into the bargain. I guarantee that if you dive in with manual in left hand and mouse in right you'll soon be losing sleep. As I mentioned, SSI actively supported GNB I with add-on scenarios and I sincerely hope this trend continues. **Z**

"The Japanese have air superiority, but your guns are bigger."

86

SCORE

SSI cruises easily to the head of the fleet with this simply stunning sim.

Minimum Memory: 4Mb

Minimum Processor: 386

Hard Disk Space Required: 14Mb

Graphics Modes Supported: VGA, SVGA

Sound Cards Supported: AdLib, Roland, Sound Blaster

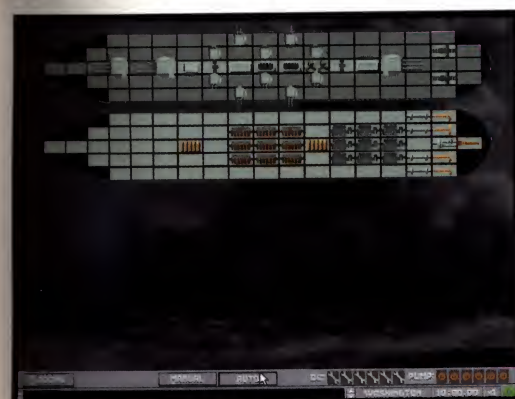
Controls Supported: Mouse

Price: £45.99 Release Date: Out now

Publisher: US Gold Tel: 021 625 3388



You knew all along he'd been cruising for a bruising.



Hoorah! Now you can find the toilet when you need it.



Ah, the buttons and dials screen - a shipspotter's delight.



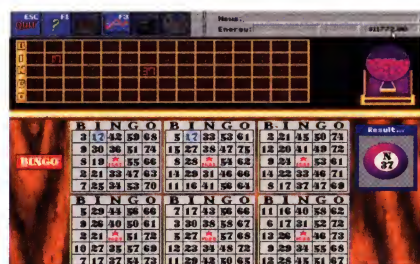
# LUCKY'S CASINO ADVENTURE

**Chris Anderson** has always fancied himself as a bit of a hustler, so being the generous, big-spending magazine that we are, we offered him the next best thing to a night out in glitzy Vegas....

**M**ILLIONS and trillions of card and gambling games have been written for the PC. The majority of the commercial big-wigs have had a go at one or two compilations. There are two reasons for this. Firstly, they're comparatively easy to write. Secondly, they're bloody addictive to play. *Lucky's Casino Adventure* is essentially a collection of card and gambling games, but it takes on a slightly different approach to the genre by putting you in a casino and presenting you with various challenges. I say "slightly different" because the idea has already been used once in *Caesar's Palace*. The Caesar collection is pretty good and sports reasonable graphics, considering it's a Windows game. However, *Lucky's Casino Adventure* is slightly better for a number of reasons. Let's start with what you get.

## Gamblers paradise

There's more than enough card games in this comp. to keep anyone happy. You can try your hand at Pontoon, Baccarat and no end of variations on the poker theme, including five- and seven-card stud, Pai Gow Poker and a host of others. Apart from



the cardy-type offerings, there's also slot machines, Roulette, Keno, Big Six Wheel, and for those beyond all help, Bingo. The games can all be played in a variety of ways. The single-game option lets you practice any of the games, enabling you to learn the rules. Tournament mode pits you against computer opponents and allows you to play a few different games in a sort of mini-marathon. Three week vacation mode is the whole shebang. You are given lots of loot and invited to travel around the casinos; the idea being that you have to survive the three weeks without your money running out or you're kicked out of the game. You can play any game you like, so long as you have enough money. For extra realism; if you're running low on cash you can even visit a pawn shop to sell some of your personal belongings. Generally, if you're into gambling with pretend money, *Lucky's Casino Adventure* is well-worth looking at. The graphics are fairly good, there's oodles of options to play around with so you can customise the game to your taste, and there's even digi-speak for some of the casino bods. It's overpriced at £45.00, but card freaks won't want to play anything else for weeks on end. **Z**



**Challenging, fun and totally addictive. A bit pricey though.**

(Top left) Play Bingo when you think nobody's looking. (Top right) Pontoon - one five-card trick coming up. Probably. (Middle right) Hooray - jackpot! And it only took me three hours. (Left) Poker - bet your whole wad on your three of a kind and lose the whole lot.

**Minimum Memory:** 640k  
**Minimum Processor:** 286 12Mhz  
**Hard Disk Space Required:** 5Mb  
**Graphics Modes Supported:** SVGA  
**Sound Cards Supported:** AdLib, Sound Blaster and compatibles, Roland  
**Controls Supported:** Mouse, keyboard  
**Comments:** Vesa compatible graphics card required.  
**Price:** £44.99 **Release Date:** Out now  
**Publisher:** Mirage **Tel:** 0260 299909



# EYE OF THE STORM

**Chris Anderson** tries hard not to yawn before wading through yet another Elite-style space strategy/combat game for the PC.



ALWAYS HAVE mixed feelings when I come across another Elite-style game. On the one hand, I'm thinking "Oh my God, not another one, I can't take it any more." On the other hand, I'm thinking "Well, Elite is rather excellent so if this one's as good but with a different plot, I'm in for a treat."

It was with this second, more optimistic attitude that I approached *Eye of the Storm*. Just as well, too. A profoundly unhelpful manual did its best to put me off. It didn't succeed, more's the pity. The one thing it did go out of its way to explain to me was the plot. Here's the gist of it.

## Look mum, I'm on TV

The year is 2124. Scientists (or personage of that sort) discover life on Jupiter. As a member of the Interstellar Conservation Executive, your mission is to protect and explore the newly-discovered world around your base on Jupiter. All your actions are transmitted back to a live TV audience. The more spectacular your exploits, the more people will tune in to your channel, and the more lovely lolly you will accumulate as a result. Space-combat games with nasty

robot hunter types are good earners; very good earners if they also include unravelling the secrets of ancient artifacts found lying around the atmosphere. Your other objective is to identify all the different species of plants and creatures, and to map the location of all the static objects in the atmosphere. Oh yeah, and to not get killed.

You start the game at your home base without any real idea of what you are supposed to be doing. You don't have any cash when you start so there's not a lot you can do anyway. When you first leave your base and venture out to explore your environment, you'll be lucky if you live for longer than a minute or two. Hunter ships get on your case as soon as they spot you

and mercilessly chuck missiles at you. You can't fly about like a mad loon to confuse the missiles. You just have to sit there and

get blown up. When you do eventually get some decent gear for your ship, you simply fly around, either identifying things or blowing things up. The graphics are nothing to write home about and neither is the gameplay. So much for that then.

## Friendly advice

Sometimes it doesn't matter how hard you try to dissuade people from buying a game you've reviewed. They look at the screen shots on the box and think "Ooh, smart" and go and buy it. Well, I've played this one over and over and still can't find a thing to recommend it whatsoever, so call it rude names, taunt it from a distance, do what you like, but for God's sake, don't buy it. **Z**

**"Oh my God, not another one, I can't take it any more."**



**Very futuristic, very Elite and very, very crap.**

**Minimum Memory:** 2Mb

**Minimum Processor:** 286 12Mhz

**Hard Disk Space Required:** 1.5Mb

**Graphics Modes Supported:** VGA

**Sound Cards Supported:** AdLib, Sound Blaster and compatibles, Roland

**Controls Supported:** Mouse, keyboard

**Price:** £39.99 **Release Date:** Out now

**Publisher:** Rebellion **Tel:** 0923 858043

(Top right) I wonder what that is. Oh, it's a ship. Fine.  
(Middle right) Oh look, it's a, erm, great big brown thing.  
(Bottom right) Watch loads of little dots on the telly.  
(Left) Blimey! A green banana skin. Far out!



# CORRIDOR 7



"If I see another game that uses the *Wolfenstein 3D* game engine, I'll morph into a blood-soaked, laser-toting demon from hell," said **Chris Anderson**. You should see the mess in the office.



HOW MANY variations on the *Wolfenstein* theme can you have?" I wonder to myself. About 70 squillion seems to be about right. Not that there's anything wrong with *Wolfenstein*, of course, but you can only get so much fun out of doing all the same things in the same environment, game after game, albeit with different graphics every time. *Corridor 7* uses the *Wolfenstein* engine to bring you a game which, in terms of the plot and game environment, is more than a million miles away from ID software's original ground-breaking extravaganza. However, it does sound just a tinsy-little bit like another game we all know and love.

## Plot pinching ahoy

The scenario for *Corridor 7* goes something like this: The year is 2012. A group of scientists come back from Mars with a large metallic object. Said metallic object explodes into a radiating gateway, linking our planet to another. Loads and loads of aliens come running out of the entrance and start a great big invasion. You step in as a Special Forces agent who has to enter the

overrun military base and kill all the baddies. Hmm... scientists from Mars, eh? *Doom* was set on Mars, spookily enough. And that gateway linking our world to another part sounds a bit familiar. Oh yeah *Doom* had a world-linking gateway in it too. So, it would seem Gametek has borrowed a little more than ID software's game engine for its latest release. Still, I suppose it doesn't really matter too much as long as the game play's up to scratch. Let's have a look at it then.

## Terminal trauma

The object of the game is to make your way through the 30 floors of the military base, killing lots of aliens as you go along (of course). You have to kill all the aliens on each floor before you can go on to the next one. Blue and red access doors block your way at every turn and can only be opened when you've found the computer terminals which have the access codes to open the doors. When you find the terminals, you simply bump into them and, just like magic, all the doors of corresponding colour open up. Some of the terminals are intruder alert stations and when you touch these, every alien on the whole floor knows where you are. This doesn't matter too much as you have to get rid of them all anyway. In fact, it helps to have them all running to you instead of you having to chase them about all over the place. You can call up a map of the floor you're on, which will give you either detailed or minimal info on the floor depending which difficulty level you're playing the game at. If you play at easy-peasy level, it shows you

## One game engine. How many games?

**I**D software's much talked about, much praised and revered *Wolfenstein* game engine has been licensed out to various software houses, who have all adapted it for use in their own games, with varying degrees of success. This then, is the story so far.



### 1 WOLFENSTEIN 3D

ID's own original effort (and some say the best), *Wolfenstein 3D*, starred you as a well-hard, gun-toting, nazi-wasting maniac and was controversial because of its fascist overtones but was still loved to death by just about everyone who played it.



### 2 BLAKE STONE

Blake Stone took the *Wolfenstein* game engine and er, did the same thing with it that ID did. Consequently, it's closer in look and feel to *Wolfenstein* than the other games here, but it's fairly timid by comparison. It's still all about killing everyone (hooray) but they've toned down the violence a bit (hooroo). Nevertheless, it's still a good game.



everything, including the location of all the aliens, so you can take all the challenge out of the game and just go sight-seeing and alien bashing if you want. Basically, that's it for the gameplay. Open up doors, kill all the aliens on the floor you're on and then go on to the next one to repeat the process until you eventually reach the guardian on the top floor, who'll no doubt give you a run for your money.

### Look and feel

*Corridor 7* looks like a cross between *Wolfenstein* and *Doom*. It's more aesthetically pleasing than *Wolfenstein* in terms of graphics, otherwise it doesn't hold a candle to its illustrious predecessor. It doesn't have the tension or atmosphere of *Wolfenstein* or *Doom*. By the time you've wandered around a couple of floors and bashed a few alien bods, you'll be more than a little bored. This is partially down to the combat parts which aren't exactly electrifying (after a while you start to feel as though you're killing the aliens just to get them out of the way, as opposed to doing it for fun) and partially down to the repetitive gameplay. All the floors look more or less the same and the puzzles don't change, so once you've sussed out how to complete the first one you'll be set up for the whole shooting match. I can't really see the point in producing a game that uses ID's game engine and then

relying on it to carry the whole affair along instead of using it as a base to build upon. There's nothing even vaguely original about *Corridor 7*. We played it for hours, waiting for something a little different to happen in order to relieve the mind-numbing boredom, but it never did. The one thing the game has got going for it, I suppose, is the price. Twenty quid is really pretty cheap for a PC game these days, but if you're into this sort of game (otherwise you wouldn't consider buying it anyway) you'd be far better off spending an extra ten quid and buying *Doom* instead. ☒

5

5

## SCORE

**Nothing new and what is there isn't really very exciting.**

**Minimum Memory:** 2Mb (590K Free Base RAM)

**Minimum Processor:** 386 25MHz

**Hard Disk Space Required:** 8Mb

**Graphics Modes Supported:** VGA

**Sound Cards Supported:** AdLib, Sound Blaster

**Controls Supported:** Joystick, keyboard

**Comments:** DOS 5.0 or higher required.

**Price:** £19.99 **Release Date:** Out now

**Publisher:** Gametek **Tel:** 0753 553445



(Top left) Battle to the death with obnoxious eyeball types.  
(Bottom left) So you think you're tough, eh? Later dude.  
(Top right) Er, there was an alien here just a minute ago.  
(Bottom right) Spray alien goo all over the nice, clean carpet.



### 3 SHADOWCASTER

The big one! Well, it was supposed to be. To be fair, Origin tried to do something different with the ID game engine by using it for an RPG. The graphics are superb but the gameplay is a standard hack-and-slash effort (not in the gratuitously violent *Wolfenstein* style, but more in the "wiggling your sword about at things" vein), so it came a cropper and is best forgotten.



### 4 CORRIDOR 7

Ah yes, well you already know what that's all about so I won't bore you with it again. Compared to the other games here which use the same engine, *Corridor 7* is, well, a bit sad really. Even *Shadowcaster* with its "nice face shame about the gameplay" problem is better because it gives you more to do. At the end of the day, *Wolfenstein 3D* is still the pick of the crop.



# WORLD CUP CHALLENGE

**Alan Hansen, John Motson, Clive Tyldesley. Especially Clive Tyldesley. Patrick McCarthy** tries to bring the infamous "PC Zone Intro Jinx" crashing down on someone who really deserves it.



OUR REVIEW of *Premier Challenge* in issue 12 promised all kinds of stuff that was supposedly about to be incorporated into the game, which made it sound like it might become a bit of a humdinger. The promises came direct from

T'ai Chi themselves. However, since then, the game has been taken over by Winsport and most of these things have not come to pass.

*World Cup Challenge* has arrived as a result. Previously, talk was of an international game which inter-linked directly with the club version. The idea being that you would manage both the national team and a club team, with the players available to you in the national team being taken directly from the league. As a result, players might be chirpier than Alan Ball's voice after a dose of helium, or paralysed from the waist down after a Bryan Robson tackle and you'd just have to make the best of it. This would be pretty fab.

## Unfortunately

Unfortunately, Winsport has decided to produce this as a stand-alone game to tie in with the World Cup, which is apparently taking place this summer. (Although you wouldn't know it if you judged by the scarcity of computer games based on it.) The playing life of the game is directly affected as a result: it doesn't start in the qualifying stages and there's only so many times you'll want to play your way through

the World Cup. You can introduce your own levels of difficulty by selecting one of the less-fancied teams, of course, but even then the gameplay is restricted when you compare it to the rigours of a long league campaign. Plus, the simple number of things to do have been reduced by the absence of a transfer market – you can't exactly go around signing players of another nationality willy-nilly. Unless you're managing the Republic of Ireland, of course. (Cue flood of letters about England's cricket team.) So what you have is a reduced *Premier Challenge* but with better players.

## Uppies

There are one or two new features in the



Tactics screen, and the Squad screen now checks whether you want to train the team before you quit, which is a marked improvement. (Incidentally, I don't know what it says about the ratings of the Nigerian teams but, as soon as I

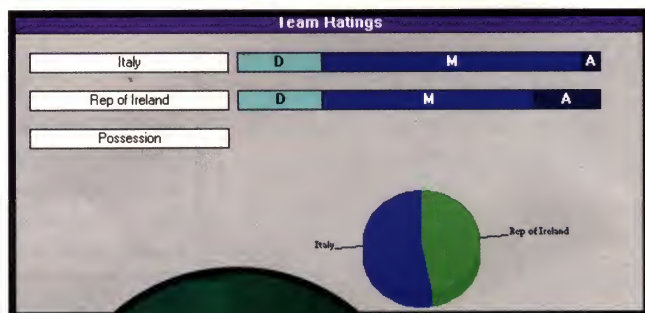
tried one Stamina training session, they all went down with multiple fractures. Thankfully the Magic Sponge cheat remains.)

## Downies

On the down side, you still aren't given access to the formation screen during the game itself, which causes a lot of problems and should have been remedied by now. The amount of RAM recommended, at 8MB, is incredible for a game of this type.

Basically, then, the game simply doesn't have enough to do to make you continue playing it after the initial interest stage. If you want a Windows football management game, it would be better to wait for the next version of *Premier Challenge*, which – startlingly – promises visible player sprites who actually run around the pitch. It should be pretty good, but who was it that said promises are but small gaseous emissions in the agonising peristalsis of life? (You, I suspect. Ed.) **Z**

| Top Scorers      |             |         |           |       |
|------------------|-------------|---------|-----------|-------|
| Player Name      | Team Name   | 1st Rnd | Play-Offs | Total |
| Ulf Kirsten      | Germany     | 3       | 0         | 3     |
| Ernest Ebongue   | Cameroon    | 2       | 0         | 2     |
| Daniel Amokachi  | Nigeria     | 2       | 0         | 2     |
| Florin Raducioiu | Romania     | 2       | 0         | 2     |
| Kim Jeong-Hyock  | South Korea | 2       | 0         | 2     |
| Stephane         | Switzerland | 2       | 0         | 2     |
| Fernando Redondo | Argentina   | 1       | 0         | 1     |
| Marc de Grijse   | Belgium     | 1       | 0         | 1     |
| Ailton Barroso   | Belgium     | 1       | 0         | 1     |
| Marco Etcheverry | Bolivia     | 1       | 0         | 1     |
| Alvaro Pena      | Bolivia     | 1       | 0         | 1     |
| Palhinha         | Brazil      | 1       | 0         | 1     |



48

SCORE

Disappointing, absurdly RAM hungry and limited in its playing life.

(Above) A feast of visual splendour which will have your retinas screaming for mercy.

Min Mem: 4MB RAM (8MB rec)

Min Processor: 386 (486 rec)

Min Speed: 33MHz

Installation: Essential

Min Hard Disk: 5MB

Min Graphics: VGA

Sound Cards: Sound Blaster

Controls: Mouse

Comments: Windows essential

Price: £29.95 (inc. p&p) Release Date: Out now

Publisher: Winsport Telephone: 0628 488444



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All disks are available on 3.5" disk format only

Are you a few parts short of a complete solution? Or still desperate for that *Space Hulk* cover disk? Then be still your beating heart because on these pages you can order all the back issues you desire. And if the cashpoint machine is salivating at the sight of your card, why not pay less for your fun by taking a dabble in the world of shareware. Nine out of ten bank managers recommend it.

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AW03A ☐ **PC Zone 3** AW08A ☐ **PC Zone 8** AW13A ☐ **PC Zone 13**  
AW04A ☐ **PC Zone 4** AW09A ☐ **PC Zone 9** AW14A ☐ **PC Zone 14**  
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## APRIL SHAREWARES

Zoneware this month includes a range of shareware games. Each disk will set you back just £3.50.

**Dragon Shard version 2.1b** is a mouse-controlled EGA role-playing adventure game in the *Ultima* style. It's designed to expand in a 'modular' fashion so that when you have completed the quests in this introductory module you can continue your adventures in other modules.

It features ten character races, 17 character classes, magic items and spells, interaction with monsters and non-player characters, hundreds of weapons, potions and herbs, shops, and much more. The shareware version restricts adventurers to the fifth level of experience.

● Order ref: B3866

**Monster Bash** is a VGA resolution platform-jumping arcade game from Apogee in the tradition of their best-selling *Commander Keen* and *Cosmo* games. Johnny Dash must use his catapult to repel undead monsters in his quest to free stolen pet dogs and cats held by the evil Count Chuck. Johnny can climb, crawl, shoot his catapult, fly a broom and much more.

● Order ref: BH212

**Ken's Labyrinth** is a 3D 256-colour VGA arcade adventure game. You have been captured by the Zogarians and must escape their labyrinth in

order to rescue your dog, Sparky, and save the known Universe. Supports Gravis Gamepad control, and a musical soundtrack with

AdLib or Sound Blaster cards.

● Order ref: BH218

**The Blade Runner Disk version 1.1** for film fans. It includes a *Blade Runner* quiz program with four levels of difficulty, a Wilbur Mercer simulator, random quotes program, 514 x 463 greyscale image of Rachael, 432 x 718 and 784 x 458 2-colour images of the film poster. Plus a text file of *Blade Runner* info, including cuts and continuity errors in the film. (Public Domain disk)

● Order ref: B3747(1)

**NOTE:** Shareware entitles you to try before you buy. Registration costs are usually a fraction of comparable commercial software and they also entitle you to documentation, user support and upgrades.

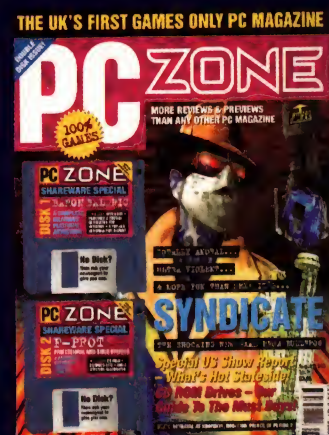


## PC ZONE BACK ISSUES

PRICE: £5.95 EACH  
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# KGB



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- PC REVIEW

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F14: Fleet Defender is undoubtedly a complex beast. Fortunately, Duncan ZONE MacDonald has tamed it for us.

AWACS COMMUNICATIONS

CARRIER COMMUNICATIONS

|                          |                 |                        |             |           |
|--------------------------|-----------------|------------------------|-------------|-----------|
| Wingman Comms (with ALT) | "GO TACTICAL"   | "ATTACK MY TARGET"     | "Formation" | "BRACKET" |
| EXTERNAL VIEWS           | Cockpit Forward | Full Frontal (00 - ER) | LSO         | AIR BOSS  |

|                  |
|------------------|
| SHIFT & F1       |
| "Ready 5 Assist" |

|                   |
|-------------------|
| SHIFT & P         |
| "Hawkeye Picture" |

|                     |
|---------------------|
| ALT & L             |
| "Landing Clearance" |

|               |
|---------------|
| ALT & B       |
| "Tomcat Ball" |

|                      |                   |               |          |
|----------------------|-------------------|---------------|----------|
| "Request Assistance" | "SANITIZE"        | "Call Target" | "STATUS" |
| REMOTE               | Full Motion Pilot | MISSILE       | PADLOCK  |

|                     |
|---------------------|
| "Return To Carrier" |
|---------------------|

|                    |
|--------------------|
| "Rejoin Formation" |
|--------------------|

|                  |
|------------------|
| Inverse Tactical |
|------------------|

|                |                 |
|----------------|-----------------|
| R              | Z - X           |
| RADAR          | Zoom TCS in/out |
| Shift + R      | V               |
| HSD/TID Toggle | VDI/TCS Toggle  |

Small Gap

HUD MODES

Gunsight

OPTIONS



|                    |                 |                  |     |                       |                                  |                      |               |             |
|--------------------|-----------------|------------------|-----|-----------------------|----------------------------------|----------------------|---------------|-------------|
| Aim - 9 Sidewinder | Aim - 7 Sparrow | Aim - 54 Phoenix | NAV | M Master Arm (on/off) | Shift + u Cage Aim-9 Seeker Head | U Uncage Seeker Head | ) Tews Jammer | A Afterburn |
|--------------------|-----------------|------------------|-----|-----------------------|----------------------------------|----------------------|---------------|-------------|

|                   |                   |                   |
|-------------------|-------------------|-------------------|
| Decrease Throttle | Increase Throttle | Lock/Cycle Target |
|-------------------|-------------------|-------------------|

# F14: FLEET DEFENDER

This keyboard template has been created by PC Zone for purchasers of the game F14: Fleet Defender, published by MicroProse. It is not approved or endorsed in any way by MicroProse. All rights recognised.



|                       |                       |              |       |                          |               |                |                 |                    |             |                |                      |
|-----------------------|-----------------------|--------------|-------|--------------------------|---------------|----------------|-----------------|--------------------|-------------|----------------|----------------------|
| Z - X Radar Range + - | Del Change Radar Mode | K Break Lock | I IFF | END Boresight VSL Toggle | B Speed Brake | G Landing Gear | H Arrestor Hook | S Select Way Point | P Autopilot | < AND > Rudder | C and F Chaff/Flares |
|-----------------------|-----------------------|--------------|-------|--------------------------|---------------|----------------|-----------------|--------------------|-------------|----------------|----------------------|







# Bargain.Bin

**T**he PC Zone team take a look at a few "Golden Oldies" and try to convince themselves that looks aren't everything.

## Lure of the Temptress

**T**HE LURE OF THE TEMPTRESS is two years old. A graphical adventure with a point-and-click interface, it looks dated now, but at the time much was made of its "virtual theatre" presentation. This meant that the characters wandered about the place and could enter and leave buildings as if they had free will. The plot was traditional: something rotten in the town of Turnvale. A feisty sorceress named Selena has led a revolt with the help of sub-human creatures called Skorls. The king is killed and you are taken prisoner.

You are Diernot; an unwilling hero. Getting out of prison by setting your bed on fire, you set off to rescue the lovely Goewin and defeat Selena. Along the way you talk to the usual picturesque rustics and bribe and fight your way through various encounters. There are no tough problems nor are there any arcade-type sequences that need fast reflexes. This is one of those plodding adventure games that has more in common with a guessing game.

The interface suffers from the "pixel-perfect-syndrome". This means that even if you can see something – a tap on a barrel, for example – there is only one magic pixel that will put the word "tap" up on the screen and let you use it. *Lure of the Temptress* suffers from another affliction of adventure games; jokes that *Week Ending* would throw out. Let's take an example: a woman goes into a shop and asks the chap behind the counter for something for cockroaches. "How about this nice spicy sauce?" he says. Can you imagine anyone thinking that was worth

coding? I may be wrong of course, and Virgin (the producers of the original program) could have carried out years of audience research before finding that this stuff is what gets adventurers rolling in the aisles. If so, apologies and I hope you enjoy the program. And your Des O'Connor/ Bob Monkhouse videos.

*Lure of the Temptress* is showing its age, but the graphics stand up well, as does the text parsing, which lets you build up quite complicated sets of instructions. The game doesn't have the involved plots of modern adventure games, neither does it have the sense of "pace" which we have now come to expect. True, it does have a manual by our own Duncan MacDonald, so it's kind of in the "collectable" category, but the game has already had an outing as a budget game in *The Greatest Compilation* by Beau Jolly, which also gave you *Dune* and *Shuttle*. So, please: no CD version. It's time this program was left to lie in peace. Mark Burgess

### Old and fading

SCORE

55

specs

Minimum Memory: 640K base RAM

Minimum Processor: 8086 or better

8.5MHz or faster Hard Disk Space Required: 3Mb

Graphics Modes Supported: MCGA

Sound Cards Supported: AdLib, Sound Blaster, Roland,

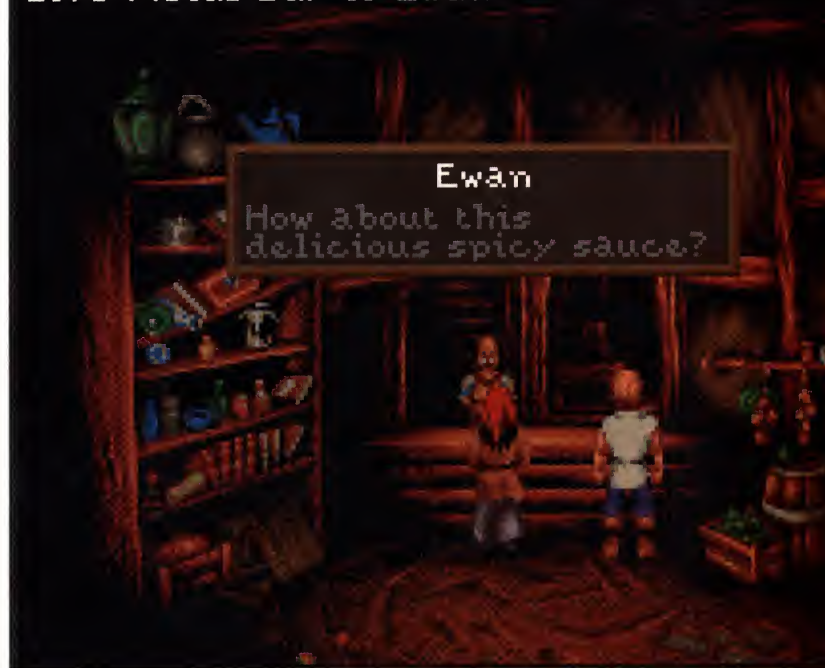
Controls Supported: Mouse

Price: £14.99 Release Date: Out now Publisher: Hit Squad Tel: 061 832 6633



"Quit laughing! You'd be just as small if you'd been hanging in this freezing cell as long as I have."

Give Metal Bar to Ewan



"A copy of your '1,000,000 Greatest Cockroach Jokes' please." "Sorry love, we're all sold out (not)."



"So you just stick your head in the barrel and grab an apple in your gob, yeah? Coo, fun or what!"





World War II bods battle it out for supremacy.



Throw big blobs at your opponent to confuse him.

## Theatre Of War

**T**HIS is definitely a board game with a difference. At first glance it looks like chess with a heavy dose of psychedelia, however, closer inspection reveals a whole new ball game. The same principle applies to the moving of your pieces across the board to attack your opponents pieces, but that's where the similarity ends. The character sets are completely different and the game comes supplied with three custom sets. The medieval set consists of archers, chariots and other stuff. The conventional war set has guns and tanks and lots of other World War II type chaps. The modern set has planes and radar pieces etc. The major difference between *Theatre of War* and similar board games is that all the action takes place in "real" time. This means your opponent is moving his pieces at the same time as you are. While this adds a whole new dimension to strategic board games, it also makes the game difficult to win at the later levels. Your opponent's pieces move so fast it's a nightmare trying to keep up with them and flick through all your warriors to get them in on the action. This is the only gripe I have with this, otherwise, excellent game. The graphics are nothing short of stunning and the animations for the pieces were a source of great amusement in the office. Without a doubt, the best way to play this game would be against a human opponent. *Theatre of War* gives you the option of either playing a friend (or, for extra realism, an enemy) via a modem, or linking up two machines with a null modem cable. If you are in a position to take advantage of either of these modes and have been known to enjoy an occasional game of chess, stick an extra fifteen points on the score and rush out and buy it. You won't be disappointed. *Chris Anderson*

**Excellent strategy game and it looks cool too.**

**SCORE**

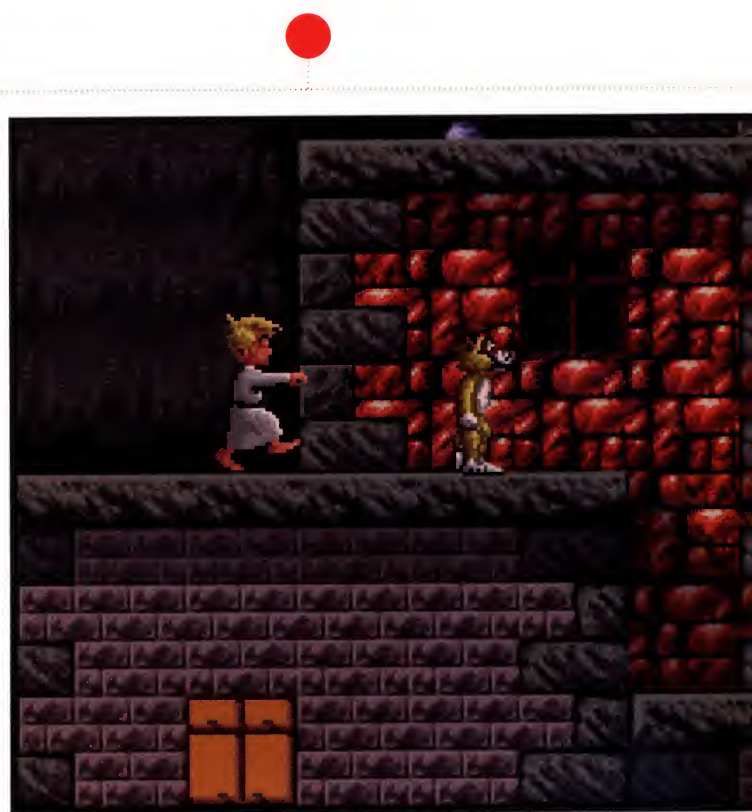
**70**

**specs**

**Minimum Memory:** 640k (600k free base ram) **Minimum Processor:** 386

**Hard Disk Space Required:** 5Mb **Graphics Modes Supported:** SVGA, VGA, MCGA **Sound Cards Supported:** AdLib, Sound Blaster and compatibles **Controls Supported:** Mouse  
**Comments:** 2Mb ram required for SVGA

**Price:** £12.99 **Release Date:** Out now **Publisher:** Hot Squad **Tel:** 061 832 6633



"Behind you! Behind you!" we all cry. But will Mutt spot silly-sod, sleepwalker Lee in time?

## Sleepwalker

**S**LEEPWALKER is a platform game in which you have to help Mutt (a dog) guide his sleepwalking master, Lee, to safety. This is easier said than done seeing as how the silly sod happily walks into every trap and falls down every hole in sight. In order to get Lee safely from A to B, you have to run ahead of him, de-activating traps, closing trapdoors and pushing and kicking him in the right direction. For the most part, this is a profoundly frustrating experience. Pixel-perfect positioning of your canine character is required before you can successfully carry out various would-be rescue attempts. There is one particular point in level one where you have to push the sleepwalker to force him to jump over a small gap. To accomplish this, not only do you need perfect timing, you have to wait until he's right at the very edge of the gap before you push him. This takes several attempts before you get it right and is typical of the pain in the ass gameplay in *Sleepwalker*. Generally, this game is just too fiddly and tricky for its own good, but that's not the only problem I have with it. The graphics and animations are absolute crap. Considering the huge amount of PC platform games with excellent graphics and gameplay that are around, I can't for the life of me imagine why anyone would want to sit down in front of a game of such poor quality. The game's main selling point is the fact that it was produced for Comic Relief, and this has no doubt helped the sales of the game. I'm obviously reluctant to dissuade anyone from contributing to such a worthy cause, but honestly, if you're looking for a decent piece of platform action, there are much better examples of the genre around than this feeble effort. *Chris Anderson*

**Third rate platformer. Stay well away from it.**

**SCORE**

**45**

**specs**

**Minimum Memory:** 640k (575k free base ram) **Minimum Processor:** 286 12Mhz

**Hard Disk Space Required:** 3.7Mb **Graphics Modes Supported:** VGA **Sound Cards:** AdLib, Sound Blaster and compatibles **Controls Supported:** Joystick, keyboard

**Price:** £9.99 **Release Date:** Out now **Publisher:** Hot Squad **Tel:** 061 832 6633





Boston. Can your city survive a nuclear meltdown?

## Sim City Classic

**T**his is the original version of the classic town-planning game which took the PC world by storm. You start the game with miles and miles of barren wasteland where you have to build a thriving, money-spinning city with lots of happy people (sims) working in it and paying you loads of money in tax. Okay, it doesn't sound like much fun, but it is. Once you've spent an hour or two building factories and commercial shopping areas, while at the same time trying to get people to move into your residential areas and making sure you get the tax rate right, chances are you'll be well and truly hooked. *Sim City* is incredibly addictive once you get into it, mostly because there's so much to do. You spend the early stages of the game trying to persuade people to move into your city and the rest of it trying to keep them happy once they do. Crime control, pollution, fire fighting, transport, earthquakes – the list of problems you'll have to deal with is almost endless as you strive to design and build the city of your dreams. The only problem with *Sim City* is that it's now been superseded by *Sim City 2000*, which not only looks miles better, but has many extra features as well. Therefore, £17 is a lot of money to spend on a game, which will probably end up being used as a taster to see if you want to buy the latest model. Having said that, if you're on a budget or don't fancy spending heaps of cash on a full-priced game, you could do a lot worse than checking this out. *Chris Anderson*

**Still a great game but check out Sim City 2000 first.**

SCORE

70

**specs**

Minimum Memory: 640k (580k free base ram) Minimum Processor: 28612 Mhz

Hard Disk Space Required: 1.3Mb

Graphics Modes Supported: EGA, (VGA supported)

Sound Cards: AdLib, Sound Blaster and compatibles, Roland, Tandy

Sound Controls Supported: Mouse

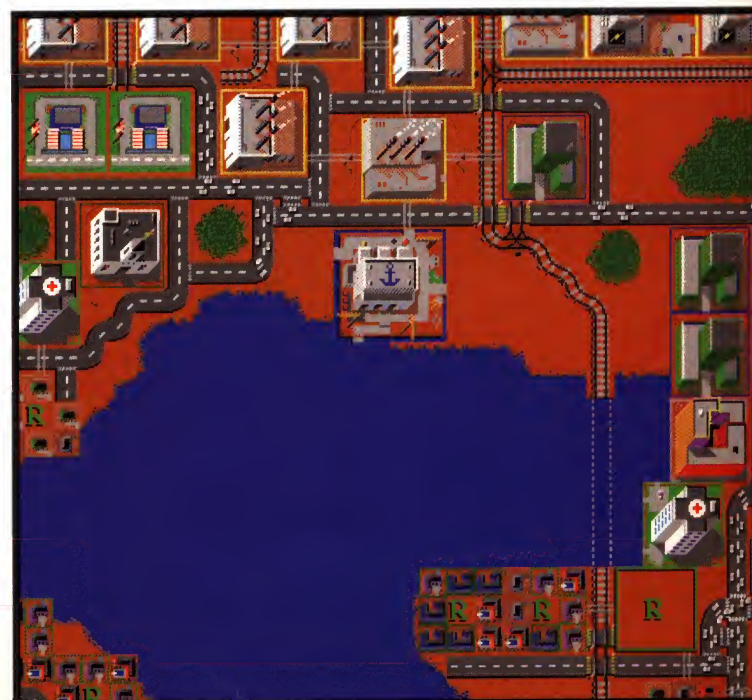
Price: £16.99 Release Date: Out now Publisher: Hot Squad Tel: 061 832 6633



Bloody Hell! There's a monster on the loose. I'm outta here.



Destroy all your handiwork with fires and tornados.



Play God with the built in terrain editor.





Major twonking for this one I think.

## Jimmy White's Whirlwind Snooker

**T**HIS is still the best snooker sim available for the PC. Actually, it's the only snooker sim for the PC. Just as well then that it's dead good. Jimmy White's Worldwind Snooker is the sort of game that you leave on your hard drive and come back to time and time again. There are numerous camera angles from which to view the action and the graphics are pretty good considering it's a comparatively old game, but the best thing about it is the gameplay. I've lost count of the times I

loaded it up, kidding myself that I was just going to have a quick game and ended up playing it for hours (sometimes even days!). Admittedly, this is partially down to the fact that I play a lot of pool, so I'm bound to be a sucker for any half-decent snooker game on the PC, but this game is accessible enough for anyone with even a casual interest in snooker to get hooked on it. You can either play it against any one of three computer opponents (on the highest difficulty level, you're up

against Jimmy White himself), or you can go for the two-player option and play it against a friend. There's a totally wicked demo mode where you get to see the computer potting all those seemingly impossible shots that you'll never get in a zillion years (well, I won't, anyway) and there's no end of game options. You can view the table from any angle, rotate and zoom in on any ball, use swerve or spin for any shot, and if you want to be really flash, you can even chalk the cue. At only £15, this is an absolute bargain. Chris Anderson

**Dangerously addictive snooker sim**

SCORE

80

specs

Minimum Memory: 640k (580k free base ram) Minimum Processor: 286 12 Mhz

Hard Disk Space Required: 204k

Graphics Modes Supported: EGA, (VGA supported)

Sound Cards: AdLib, Sound Blaster and compatibles, Roland

Controls Supported: Mouse

Price: £14.99 Release Date: Out now Publisher: Hot Squad Tel: 061 832 6633



Mig-29M Superfulcrum. Super it isn't.



That's it! You're dead and the games over. Hurrah!

## Mig-29M Superfulcrum

**T**HE MIG-29 is a Soviet Union fighter aircraft. The Mig-29M Superfulcrum is an improved version of the same plane. These are the two most interesting points in an absolutely abysmal flight simulation which isn't worth the price of a floppy disk. The graphics are awful, the gameplay is non-existent and the whole thing just lacks inspiration or any vague degree of originality. In a desperate attempt to squeeze a few extra quid out of a shite product, the publishers have whacked it on to countless compilations and now, seemingly as a last resort, stuck it out on budget. The original version of Mig-29M Superfulcrum (simply entitled Mig-29) was a complete waste of space and this is no improvement. Flying about, shooting paper kites (sorry, aeroplanes) and blowing up milk cartons (sorry, buildings) might be someone's idea of fun but it certainly isn't mine. There are much better flight sims available on budget than this. F29 Retaliator isn't brilliant but it's still miles better than Mig-29. Even F19 Stealth Fighter, which is definitely showing its age now, is way more playable. Avoid at all costs. Chris Anderson

**Boring, ugly and even at £15 it's overpriced.**

SCORE

25

specs

Minimum Memory: 640k (565k free base ram) Minimum Processor: 286 12 Mhz

Hard Disk Space Required: 1. Mb

Graphics Modes Supported: CGA, EGA, VGA

Sound Cards: AdLib, Sound Blaster Pro

Controls Supported: Joystick, mouse, keyboard

Price: £14.99 Release Date: Out now Publisher: Hot Squad Tel: 061 832 6633



## Power Game II CD

**T**HE THREE games on this compilation were all deemed to be classics when they were first released. Trouble is, they were all released a long time ago so, as you can see from the screen shots; the graphics are a good deal less than spectacular. Does it matter, though? Well it mattered to me when I first had a look at these games, but the more I played them, the less I cared about the graphics and the more I was dragged in by the gameplay. So, as far as the subject matter is concerned, it really depends on whether these type of games are your "thing". I'll give you a brief description of what each one is all about and you can make up your own mind.

### Gunship 2000

It's a helicopter sim, and a good one, too. It has multiple difficulty levels, mission types and two theatres of duty (campaigns) based in the Persian Gulf and central Europe. You don't have to be an aeronautical genius to master the flight model, either. It feels and plays more like an arcade game than a standard flight sim and is all the more accessible because of it. Okay, it looks a bit crap compared to *Comanche*, but if you can get past that, it will keep you happy for at least a few weeks.

### Jet Fighter

Okay guys and gals, let's not mess about here. The graphics in this game are absolutely shite. You don't shoot down planes in this game, you shoot down little dots surrounded by big target sights. The scenery, in terms of graphic detail is, to put it politely, a little bit basic. There are a couple of things that compensate to some degree for the appalling graphics: *Jet Fighter* is fast. You can fly around at incredible speeds, performing death-defying stunts to your hearts content and the action never slows down. Also, it's similar to *Gunship 2000* in the sense that it's aimed more at arcade fans than realistic flight-sim enthusiasts. Not my idea of fun, but that's not to say it won't be yours, and if you do like it there's zillions of missions to go on to keep you busy.

### Indianapolis 500

For my money, this is the best game on offer here. It's an indycar racing sim and it's fast, furious and fun. It's easy to get into and easy to play once you do. The graphics aren't as crap as in *Jet Fighter*, but aren't as good as in *Gunship*, but who cares when you're screaming around a race track at a million miles an hour, trying to out-run and out-ram every bast in sight. Fun with a capital "F".

### So is it worth £30?

It depends. If I wanted a helicopter sim I'd go for *Comanche* over *Gunship*. For a driving game, I'd go for *Indycar* over *Indy 500*, and for a flight sim I'd go for *TFX* over *Jet Fighter*. However, all these games need serious hardware to get them to run smoothly. If you've got a 286 or a 386 and want to play games of this type that run as opposed to crawl, then a compilation like this one is a pretty good investment. *Chris Anderson*

**Worth looking at if you don't have the hardware to run the latest sims.**

SCORE

70

specs

Minimum Memory: 640k

Minimum Processor: 286

Hard Disk Space Required: 5Mb Graphics Modes Supported:

VGA Sound Cards: IBM, Tandy, AdLib, Sound Blaster, Roland

Controls Supported: Keyboard, joystick, mouse

Price: £29.99 Release Date: Out now Publisher: Activision Tel: 0295 252524



There's a Towed Gun down there. Well, there was before I blew it up.



If you can't beat them, ram them.



Right, that's it, I'm completely bored. Let's crash into that ship.



# WIN! A PANASONIC DOUBLE-SPEED CD-ROM DRIVE

*Litil Divil* is out on CD-ROM in July. Cause for celebration? Indeed! That's why *PC Zone* and Gremlin are marking the occasion by giving some lucky reader a free copy... oh, and a swanky new CD-ROM drive to play it on, of course. How's that for an offer made in heaven? Or should I say hell?



IF YOU DON'T rank amongst our newer readers, you might recall that we got rather excited about the disk version of *Litil Divil* back in issue 12. In fact, excited to the tune of a *PC Zone* Classic rating. Well, now the hellish pizza fiend is about to make a second, hi-tech appearance: this time on CD-ROM. Of course, if you miss this momentous event because you haven't got a CD-ROM drive, there'll be heaven to pay. That's where



Gremlin and *PC Zone* come in, because, if we have our way, someone is soon going to be the proud owner of a brand spanking new Panasonic CR-562B CD-ROM drive.

## What's that then?

Only one of the best double-speed CD drives on the market, that's what. In fact, in our CD drive round-up in issue 5, we rated it as one of the best CD drives currently available for game players. To use the drive, all you'll need is a spare 5.25 inch drive bay and a free 8-bit expansion slot for the proprietary interface card. If you have a Gravis Ultrasound or Sound Blaster compatible sound card, you'll also be able to connect the CD drive's audio output through this. The drive is supplied with software, all the other connections that you'll need and easy-to-follow installation instructions.

Of course, we've only got one to give away, but five runners-up will receive a copy of the disk-based version of *Litil Divil* and a further ten runners-up will soon be sporting a snazzy Gremlin T-Shirt.

## The tricky bit

Well Okay, it's not that tricky. To win yourself this smart bit of gear, all you have to do is answer these three very simple questions, fill out the form and then send it in to us.

### 1. *Litil Divil's* favourite food is:

- (a) People
- (b) Pizza
- (c) Poppadoms

### 2. A double-speed CD drive has a sustained transfer rate of:

- (a) 1 bit per second
- (b) 150Kb per second
- (c) 300Kb per second

### 3. Another famous Gremlin character is:

- (a) Zool
- (b) Mario
- (c) Sonic the Hedgehog



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☐ Please tick this box if you do not wish to receive details of further special offers or new products.

Send this coupon to: *PC Zone* Competition CPZ407A, Bradley Pavilions, Bradlet Stoke North, Bristol, BS12 0BQ.

### Rules

1. This competition is not open to employees of Dennis Publishing, Gremlin Graphics Software Ltd, or associated companies.
2. The closing date for this competition is 7 July 1994.
3. The Editor's decision is final and no correspondence will be entered into.
4. You may enter this competition by copying the coupon onto a postcard or sealed envelope, but please indicate clearly on your entry if you do not wish to receive details of further special offers or new products.



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# Chops Away!



If and when you hear someone talking about a "collective", do you think of a Russian farm? Then let **Simon Bradley** introduce you to the peculiarity of helicopter flight and the best and worst PC helicopter simulations.

**S**OMEONE much cleverer than me once said that the big difference between an aeroplane and a helicopter is that an aeroplane's natural state

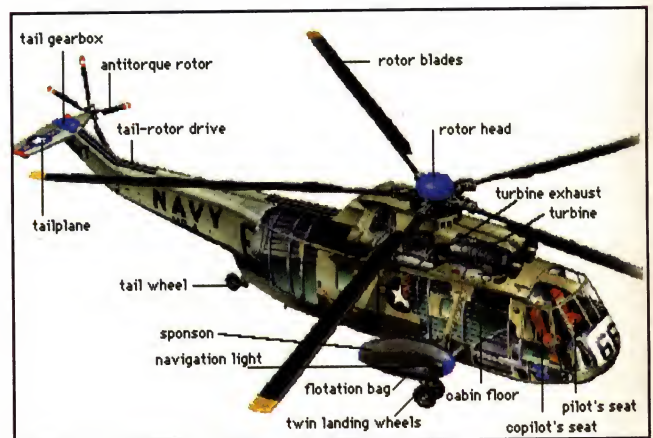
is flying, which it will continue to do unless forced otherwise. A helicopter's natural state is crashing, and it is only the skill and will power of the pilot that forces it to fly. Now, as a helicopter pilot, I have to be honest and say that I believe keeping the beast in the air is far harder than anything the most hardened jet jockey will ever be called upon to do. (Harrier pilots are an honoured exception to this. The term "Different League" springs to mind).

It would be reasonable, then, to expect that the flight sim market would be positively dripping with ultra-realistic, mind-blowingly difficult helicopter sims in the vein of *Falcon 3* or *Tornado*. After all, we all like a challenge, don't we? Well, apparently not. Although helicopters do appear in a number of packages, there are precious few dedicated helicopter games

out there. It seemed like a bit of a wheeze to check them out against the real thing and expose all the currently available helicopter games to the ultimate question. Is this a simulator or just a game? Before looking at them, though, humour me while I explain the strange terminology of rotary wing flight. Hopefully, I can also give you an idea of why flying a helicopter is so bloody difficult.

## Da Vinci's dream

**L**eonardo Da Vinci started it way back in 1483 when he first described a machine with a rotating wing. It resembled a gigantic paper lamp shade and was intended to screw itself into the air. Naturally, everyone thought that he was barking mad. In fact, the basic idea was so patently unworkable that it took until 1935 before anybody actually managed to get this ludicrous assembly airborne. The first proper helicopter had two main rotors, side by side, and looked like an overgrown food processor. There it would have stayed, but for the imagination and skill of one Igor Sikorsky, a Russian emigré, who developed and perfected the single fuselage helicopter that we all know and love. The biggest



(Above) Pay attention, I will be asking questions. (Right) Helicopters in-flight are subject to several forces that must be kept under control. (Below) This is not as easy as it looks....







problems with choppers has always been in overcoming and controlling the wildly shifting forces that a rotor generates. There are three common ways of dealing with the torque produced, all of which provide control in roughly the same way. Naturally, they all have their unique problems also.

### Torque to me, Goose

**T**he problem with torque is really simple. Given its own way, the rotor on a helicopter would stay still, while the fuselage and its contents whirled around beneath it. This would be uncomfortable, and could restrict useful flight. To prevent this, a torque-control rotor is used. This is usually found (but not always) on the end of the tail boom, where it provides a force opposite to the torque and is ideally placed for careless ground crew and passengers to walk into. Messy.

Some helicopters, like the Chinook, have a lift rotor at each end of the fuselage. These rotate in opposite directions and cancel out the torque. Although you can't walk into it, the internal connections are complex, potentially vulnerable, and the chopper handles like a barge. Less common, but more manageable, is the co-axial rotor arrangement found on the Kamov Werewolf and some other aircraft. This stacks the rotors one above the other, again cancelling out torque, but making a tall, complicated and pig-ugly mechanism. Dead easy to fly, though, and very strong and agile.

### How to fly a helicopter

**A**lthough you still have a central stick and a set of pedals, you are also generously provided with what looks like a handbrake. Just to complicate things further, it is probably covered in switches and has a large twist grip on it. This is the collective. The thing between your knees is the cyclic, and the rudder pedals are called, surprisingly enough, rudder pedals.

Now, an aeroplane gets lift from being pushed (or pulled) through the air. This creates a flow of air over the wings, thus generating lift. A helicopter makes its wings go through the air by spinning them, which allows it to fly without any forward air-speed. It also makes life a little complicated, because it prevents you from using conventional flight controls.

Helicopter designers got around this little foible by tilting the entire rotor to control flight direction. The tilting is done by moving the cyclic in the direction required. It actually changes the pitch of one or two blades to provide more lift at one part of the rotor disc. You want to go forwards; push the cyclic away from you, the nose will drop and part of your lift will now be pushing you forwards. Simple as that, I don't think.

Because some of your lift is pushing you forwards, it isn't giving you lift any more. This means that you start to descend, so you need to use the collective, which increases the pitch of all the blades and so gives you more lift. But by doing that, you create more torque, which needs to be countered using the rudder. Phew! Then, just for good measure, as you move forward you gain translational lift from the aerodynamics of the fuselage, so you need to back off collective, apply a bit less rudder and probably adjust cyclic as well. Finally, as your speed increases, you get more lift on one side than the other, so you have to correct that with the cyclic, balance with collective and rudder, and avoid cables, trees and enemy fire.

Just to really confuse things, the rudder isn't really a rudder at all. The pedals usually change the pitch of the tail rotor so that it produces more or less torque control, and allows the tail to swing. So far I've only found one helicopter that is actually easy to fly. The Kamov Werewolf is dead stable and perfectly balanced. It will also out perform the Apache any way you like.



## Merlin Challenge

**M**erlin challenge by Digital Integration is very different. Developed for the Royal Navy, it is a simulator in the same vein as the company's other flight sim, *Tornado*. That means that it doesn't have ground-breaking graphics, but it does fly properly. *Merlin* was developed for the Navy careers people to give people a small taste of ship-borne flight, and it is based on the EH101 Sea King replacement called, would you believe, the Merlin. It has a very small world area, no enemies, nothing to shoot at and one mission. It is also very easy to pick up, having nothing other

than flight controls, and is compelling to play. You have two minutes to land your Merlin on the flight deck of a frigate, and you get a percentage mark for your landing with a short critique each time. There are three difficulty levels, ranging from ship still, no wind, nothing in the circuit to ship moving, crosswinds and three other choppers in the area. It looks good, sounds nice if you have a card and feels spot on.



(Top) The Merlin makes its final approach to the deck. Not too easy. (Above) Now let's try it with the ship moving. Bloody impossible!

The flight model is excellent and the overall feel is that of a proper simulator. There are also no non-flight controls, so after installation you should hardly need to look at the manual. Good job, as it doesn't tell you much anyway.

**Ratings:** Looks 70%; Flies 90%; Costs £7.99.

**Conclusion:** Bloody good fun and good value to boot.

**Release Info:** Digital Integration (0276 684959)



# Gunship 2000

**G**unship 2000 by MicroProse is a development of the original, seminal, graphically pathetic but wonderful anyway, Gunship. It involved seven different types of machine, included a proper campaign option and made the graphics rather more convincing. You can now fight for God, America and Mom's Apple Pie using the Apache (2 types), Comanche (2 types again), AH6 Defender, Kiowa Warrior or Blackhawk (look out for "friendly" F-15s)

More is not always better, though and, although the manual makes a valiant attempt to explain the dynamics of helicopter flight, the actual simulation is a little disappointing. Despite including translational lift and sloping ground effects in the flight model, this is not a simulator in the true sense. The aircraft feels all wrong, and even on maximum difficulty the flight model seems to respond too much like a conventional aeroplane. Credit where credit due, though; at least the different types fly differently and, taken as a game, it is quite playable.

The graphics, although now showing their age, don't let the show down too badly, and I guess I can live with the unconvincing soundtrack. And I have awarded full marks for not only explaining how to auto-rotate (the helicopter equivalent of gliding) but allowing you to do so when you engines get shot away. Or more likely to crash trying.

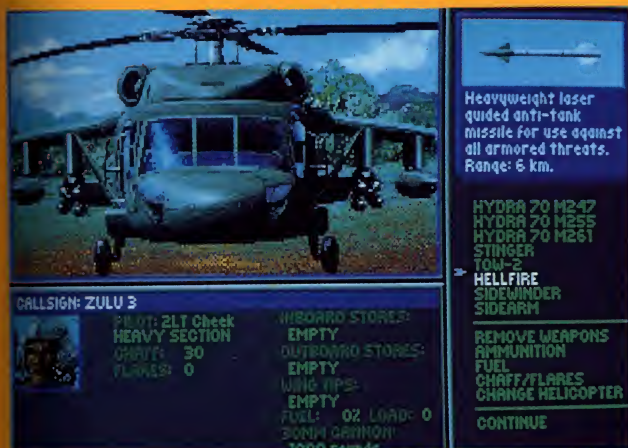
**Ratings:** Looks 60%; Flies 60%; Costs £24.99 plus mission disks.

**Conclusion:** Different types of aircraft and plenty of action make for reasonable value.

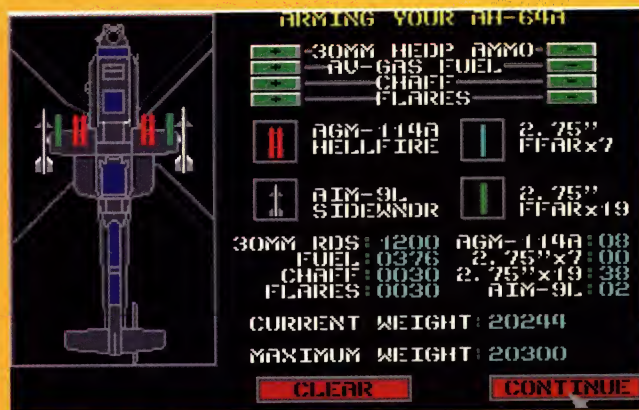
**Release Info:** MicroProse (0454 326532)



(Above) Choose your man in Gunship 2000. (Top right) Putting some serious hardware onto an AH-64 in Gunship. (Right) Closing in for the kill in Gunship.



(Top left) The Gunship looking mean and moody. (Above) The Gunship looking nancy in EGA. (Left) Gunship 2000 sports a more realistic cockpit.



## Gunship

**T**alking of the original seminal Gunship, it's now available on a number of budget and compilation labels. What is there to say about this ground-breaking game that hasn't been said before? It won't use VGA, it won't drive your sound card and it's so processor unhungry that it's almost unplayably fast on anything upwards of a decent 286. There are no graphics to speak of, no external views and no campaigns. However, despite all this, Gunship is still a worthy opponent to at least some of its peers here, and because it is so graphically challenged it may be an ideal

diversion to load onto a laptop.

Although I don't think anyone would try to claim ultimate realism here, the flight model used is certainly one of the better ones. The aircraft handles like a pig when heavily laden or damaged, and there's an appropriate delay between control input and response. You're able to auto-rotate when needed, and can die morbidly horribly when you get it wrong.

You also get the full effect of all control inputs, sometimes making it an advantage to have twelve fingers, as the best control seems to be gained from using the keyboard. Just make sure that the version you get has a proper manual, 'cos you will definitely need to read it to get the best from the game.

**Ratings:** Looks 20% (max); Flies 65%; Costs around £7.99.

**Conclusion:** A real golden oldie.

**Release Info:** MicroProse (0454 326532)





# Comanche: Maximum Overkill

**F**rom one extreme to the other. *Comanche: Maximum Overkill* distributed by US Gold, is possibly the most graphically-intense, power-hungry game I have ever encountered. Make no mistake, though. If you have a 486DX with at least 4MB of RAM and a decent sound card, there is nothing around that looks and sounds so good. This game makes *Strike Commander* look like something you would have seen on a Spectrum.

But, of course, there is a catch. This claims to be a simulator of the new Comanche helicopter. It isn't. Although I have not yet had the pleasure of flying the real Comanche (nobody has), I can be fairly certain about a few things. When you fly into a mountain, you will crash and probably die. When you hit the ground at 120 knots, you will not get the voice-warning system advising you that you have damaged your targeting system. And when you come around the corner and find that half the Russian army is trying to



kill you, flying at them with guns blazing is highly unlikely to increase your longevity.

Guess what? *Comanche* is not a simulator. It is an arcade game on your PC. I can't criticise the flight model

because there isn't one to speak of. This is one helicopter game which flies more like a spacecraft than an aircraft. There is no inertia, no torque, no translational lift, and, for the extra-nervy helicopter-sim players, nothing to give you grey hairs.

I can't knock the presentation because it is superb. You will want to bring your friends, colleagues, mother in law, anybody over just to show off. You will duck and wince as you go screaming down narrow gorges. You will believe a man can fly. But the lack of realism, coupled with the small-world area and too easy to kill enemies, makes for boredom after a pretty short time. It is easy to learn, though, and you barely need to look at the manual at all.

**Ratings:** Looks 90%; Flies 10%; Costs around £45 plus mission disks at £25 each.

**Conclusion:** Looks great, but maybe isn't.

**Release Info:** US Gold (021 625 3388)



(Right) Flying by night with Thunderhawk.  
(Below) An enemy unit is about to be made aware of your presence the hard way.



(Below left) Realistic vision, but not a realistic flight in *Comanche*.  
(Below) Time to head for home in *Thunderhawk*.

## Thunderhawk

**T**hunderhawk is a small and inexpensive game from Core Design. It's set in the future, where you are defending the interests of the good old US of A against all forms of aggression. Naturally, none of these occur anywhere near home, so your missions are all over the world. This tries to blend arcade action with a PC-based flight sim. It doesn't manage. I have to be honest and say that I was unable to find a single redeeming feature



in this game. The flight model is unconvincing, to say the least. The graphics are at best, dated, and the whole thing seemed not to work properly. Sorry, but unless you are really desperate for a helicopter game and have very limited processing power, (although you still need VGA) get something else.

**Ratings:** Looks 40%; Flies 10%; Costs £12.99.

**Conclusion:** The only word I can think of rhymes with "Trap."

**Release Info:** Core Design (0332 297797)



# ATAC

**M**icroProse's ATAC isn't purely a helicopter game, but a major proportion of it is dedicated to the Apache. It has a plot and a campaign feature. Graphics are of the blocky-polygon format; familiar to all *F15 Strike Eagle* players, but serve adequately. The game has you as a pilot in an anti-drugs cartel operation, flying strikes against various facilities. It is well laid out and has obviously been planned properly.



The flight model lets it all down rather, just for a change. It just doesn't usually fly like a helicopter but, when it does, you crash because it takes you by surprise. Had MicroProse kept the same flight model as in either of the *Gunship* games, things would have been much better. Instead, this seems to be some kind of hybrid. That makes it more difficult in places and easier in others. Tell you what, though. Forgiving it isn't. This is one flight model that will bite your hand without warning.

Again, despite the criticisms, this is by no means a bad game, provided that you're not looking for a true-to-life simulator.

**Ratings:** Looks 50%; Flies 40%; Costs £24.99

**Conclusion:** An interesting idea, but flawed.

**Release Info:** MicroProse (0454 326532)

(Above) Ian McGregor's latest plans for the coal industry.

(Below) Helicopter aerobatics in ATAC.  
(Right) Seeking cloud cover in ATAC.



## Future flights

**T**here is at least one proper helicopter sim about to be released. Although the name may change before it hits the streets, "*Ka-50 Hokum*" (Werewolf) is a Simis product being released on the Virgin label. As usual with Simis, it promises to be a faithful and accurate flight model. Having tried an early test version, I can certainly confirm that the company's flight model is good. The game offers different helicopter types, operating against organised pirates in South East Asia.

Aircraft include the ubiquitous Apache, the Hueycobra, the eponymous Ka-50 Hokum (aka Werewolf) and for a refreshing change, the British Lynx. I can't comment on the graphics yet, because the early test model was just that, and had not received any visual tweaks at all. However, Simis are promising Goraud shading and texture-mapped objects, and in that case it should look the dogs doodahs.

I hope that the finished article lives up to the initial promise shown by the mule, in which case it should be really good as long as they include a shadow and some decent graphics. Watch this space. Also, Digital Integration has a rather more involved helicopter sim on the way. No details yet, but again you may well hear it first here....

## Pilot's debriefing

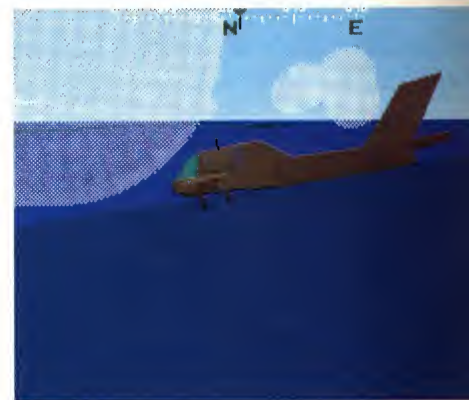
**W**ell, I have to confess a bit of bias. I hate games that masquerade as simulators. It really ticks me off when the enemy aircraft go down after one hit while you can take a dozen. I can live with iffy graphics, naff sound and a limited world. But crap flight models and pathetic enemy intelligence really tick me off.

My hackles also rise at the sight of any claim on the packaging to being "The most realistic... The nearest you'll get... etc." when what is inside is actually about as realistic as *Space Invaders*. Trouble is, apart from

*Merlin Challenge*, all the games I've looked at have at least one of these failings, although the ones in the pipeline may change.

The problem with helicopters is that they fly low and slow. That means that the ground detail has to be right, and plentiful. Look at some of the screen grabs to see how perfectly acceptable fast-jet landscapes fall down when you fly at helo speeds. What I really want to see is a helicopter simulator with the graphics of *Comanche*, the accuracy of *Merlin Challenge* and the combat integrity of *Falcon* or *Tornado*. Maybe it's on the way....

But anyway, of the sims here, *Merlin Challenge* stands head and shoulders above the rest of the helicopter sims as regards integrity of the flight model. All that is lacking here is variety and action. *Comanche* is in a different league to the others visually, but otherwise it trails by a country mile. As for the rest? Take your pick. With the exception of *Thunderhawk*, all these games are pretty playable and will give most flight-sim buffs reasonable value for money. If, however, you are a pedantic, sad, cynical bastard, or a helicopter pilot, or both (like me) then hang on to your hard earned dosh. Keep yourself amused with *Merlin* and stayed tuned for the first review of the next generation of games. ☐







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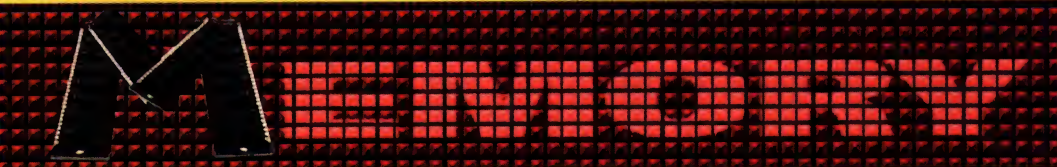






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# CD-ROM

# ZONE

# reviews

These days there are more games than ever before being produced either initially or only for CD-ROM, and barely a major disk-based release goes by without a CD conversion following. The next 18 pages are devoted to the best the new medium has to offer, and as you'll see, the best is very good indeed.

**T**HE GAMES in this section are subject to the same marking system as the disk-based games we review. You'll find a guide to our marks on page 41.

Games that score between 80 and 89 per cent receive our Recommended award. Games that fall into this category are likely to appeal to you as long as you're into that particular genre.

Games scoring over 90 per cent are Classics. They redefine the state-of-the-art in computer games and most game players will thoroughly enjoy them regardless of their genre.

Naturally, the In Perspective and Tech Specs boxes work in the same way, but

there are some other factors that you'll need to take into account when purchasing CD-ROM games.

**Drive Speed:** Not all CD-ROM drives perform equally well, but generally they can be divided into types according to the sustained access speed. Older games will work quite happily on any drive, but most newer games will need a double-speed drive to function well, and as the year goes on, some games will appear which demand triple-speed drives. In order to avoid disappointment, you should check that your drive speed is sufficient for the game you are about to buy.

**Windows:** Because Windows is an integral part of multimedia systems, many multimedia games are designed to run in

## WHAT'S IN OUR DISK CADDIES?

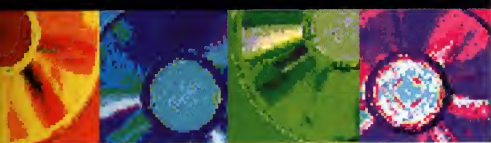
Some games get played, reviewed and then lost. Others hang around a lot longer. This is what's currently monopolising our CD drive. Not necessarily the best games around, but the ones we keep coming back to.

**The Horde**  
**Battle Isle 2**  
**Buzz Aldrin's**  
**Buzz Aldrin's**  
**Race into Space**  
**Sam and Max**

this environment. Although most modern PCs are supplied with Windows, not all PCs are capable of running Windows very efficiently. You may find that some games run very slowly when running under Windows unless you have a Windows graphics accelerator. You can also speed up Windows graphics operation by adding more memory, which you should allocate as Extended rather than Expanded memory and setting up a large permanent virtual memory space on your hard drive. Also, you should never attempt to run other Windows applications concurrently with games as this will severely degrade their performance. Finally, running Windows in enhanced mode will help to get your multimedia games up to speed.

**MPC levels:** True multimedia games may need to be run on a machine meeting a certain MPC level. Most multimedia games demand MPC level 2. As a rough guide, this is what's needed to meet MPC level 2: Double-speed CD drive, 80386 33MHz PC, 16-bit sound card, SVGA card and monitor, Windows 3.1.





# The Horde



**A rag to riches story featuring a killer race of gremlin look-a-likes appealed instantly to Steve Pritchard. At last a chance to leave the pit of serfdom and become a knight....**



IF CHAUNCEY THE BRAVE is not a knight who acquired his title through the usual channels. He did not inherit his peerage from a long line of blue-blooded toffs, nor did he rescue some poor damsel from a dragon or manage to destroy the whole fabric of the British economy. In fact, Chauncey himself is really a sort of Baldrick made good. One day, there he was, general dogsbody and turnip connoisseur; the next, he'd joined the ranks of the landed gentry merely because he'd prevented the King from choking on a turkey bone. For this supreme act of bravery, Chauncey received a knighthood and vast tracts of land. You'd think that life would now be a bed of roses for the old devil, given his new ability to plant row upon row of strangely shaped vegetables in his own fields. But then, of course, we wouldn't have a game.

Cue the entrance of Kronos Maelor, the Evil High Chancellor... heh heh heh heeeeh (that's how he laughs), whose heart is set on ruling the country. Mr Maelor will stop at nothing to kill off King Winthrop and since you, as Chauncey, are the King's new favourite, your days, quite frankly, are numbered. The down side of turning from a kitchen boy into a sword-toting Lancelot look-alike is that you have to take on a wealth of new responsibilities. You have been nominated Guardian of the

Peace and it's your duty to keep a watchful eye over the yokels in your new village. Just when you thought that you'd be out every night supping ale with the rest of the "Sirs", you discover that you've been ordered to sort out several weighty matters including taxes, protection of the yokels and general improvement of the village. You begin dilligently implementing your tasks, putting your vegetable empire on the back burner - but it seems that every time you get some money in the coffers, either the goddam Chancellor takes it or, more often than not, you have to spend it on defences and improvements to keep the horde out. Your enemy comprises mobs of starving monsters whose only desire in life is to eat and, by jiggery, eat they do. Trees, walls, houses, cows, MacDonalds - they're not fussy - and, of course, they have a special place in their hearts for serving boys made good. Physically they're all very red and very, very tomatoid, especially when dead.

The game itself is a fusion of video and arcade adventure which, if you haven't been down the 7th Guest route before, means that as you play the arcade game, the computer rewards you with video clips. Fortunately, the sense of fun and humour comes through in both the acting and the gameplay, with all sorts of witty interludes being thrown in to create atmosphere. The story is told using video footage of all the main characters including yourself, with real actors playing the roles including Kirk "Growing Pains" Cameron and Michael "Total Recall/Robocop" Gregory. The quality

of the acting is surprisingly good (as is the sound) which has the effect of drawing you into the game and making you forget that you're playing an arcade adventure.

## To get ahead, get a herd

Once you start playing the game for real you reach the main screen - a 3D view of your village, which you can scroll around using the keyboard or mouse. From here you do a number of things: plan and construct defences against the horde, build spiked pits and walls, reclaim land for additional citizens to build upon, irrigate land, plant trees (for the environmentally

friendly amongst you) and buy cows. The cows are really special, not that I'm into bovine pursuits or anything but, boy, those cows are real.

Scattered around the village are a number of shacks in which your trusting serfs live their wretched lives, eager to work their fingers to the bone just to give you enough money to pay the tax man (it's tough being poor). Outside each shack is a patch of garden where (hoorah!) fruit and veg start to grow. These gardens (along with the cows) are how you generate funds.

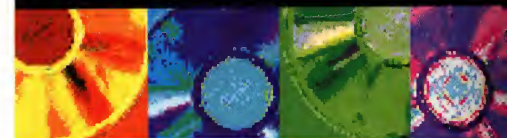
As you start doing things to your village (or cows if you prefer), two things are happening. Firstly, each fence you build, or spike pit you dig, or cow you buy is a financial drain on your coffers. The second is that in a small hourglass at the bottom of the screen, time is quickly running out. At that frightening moment when the sands hits the bottom, you hear the baying of hounds and rush to find your trusty

**"The animation and definition is superb, especially the cow-gobbling sequence."**





(Above) Breeding - the Rolf Harris way.  
(Left) King chokes on bootiful turkey morsel, Chauncey saves the day and the bloke on the receiving end is jailed. Life's cruel like that.



## The Enemy Exposed

**T**here are a number of different types of Hordlings in the game, all capable of swallowing cows with a single bite and devouring you with a couple. The following are the most common you'll come across:

### Adolescent Hordlings

They appear in great numbers, often plunging down hillsides (unfortunately not to their death). They are, however, very stupid but in the Hordling scheme of things this makes them of average intelligence.

### Piranha Hordlings

These are the mutts of the Hordling race due to their sniffer dog tendencies. Wildly energetic and enthu-siastic, they lock their pitbull-esque jaws around anything and everything they see.

### Shaman Hordlings

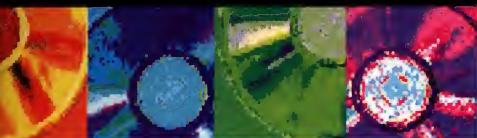
The Shaman are a major nuisance because they have weird, magical powers. Not only can they teleport and hurl fireballs, but they can also reconstitute mushed hordlings into whole ones, which is a major bummer.

### Juggernaut Hordlings

Juggernauts are lumbering brutes - the intellectual pygmies of the Hordling race. They move through everything you put in their way and take about eight blows to kill. The good news is they're incredibly slow.

(Second from top to bottom) No matter how strategically you build your village, the horde manage to trash it, and you, every time.





(Top right) Another high tax bill - serves you right for being rich. (Top left) Your empire: cows, villages and evil red, tomatoey things. (Left) You wonder how much worse things can get when a rogue Hordling gatecrashes your dinner party.

### Hoarding like hell

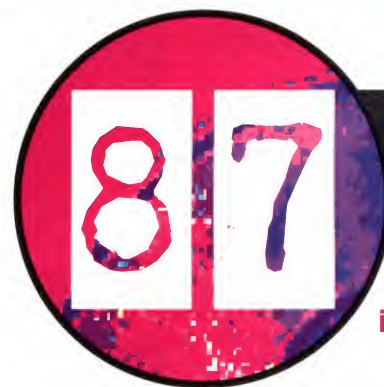
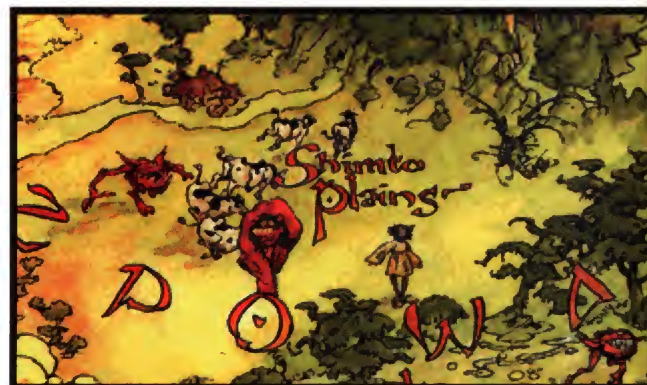
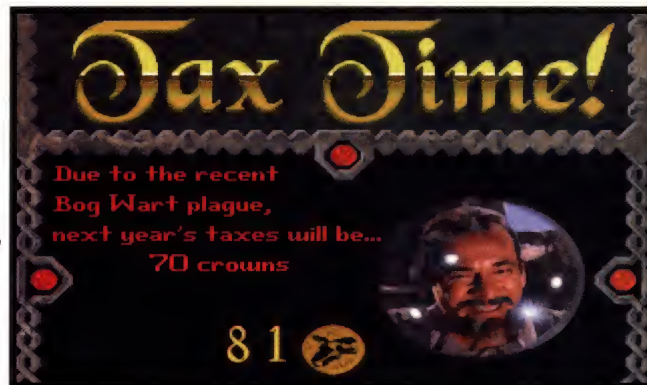
If you manage to save up enough money through, say, crop sales and survive the end of year tax bill, you can buy a selection of useful "goodies" to help you beat the horde. The Hordling Bait, for example, is really brilliant. It's a piece of specially scented (rancid) meat which you place in a strategic location (the other side of some spike pits) and serves to lure the hordlings to their doom. If you feel that there is just not enough of you to go around in the heat of battle, you can also buy archers and clubmen to help defend your estate. The only problem I had was amassing enough dosh to buy them.

Assuming you survive the onslaught, the end of the financial quarter is reached and a summary displays your financial gains and losses. This is based around gardens in production, cows, trees and villagers (alive). As you will quickly notice, the creatures of the horde delight in munching their way through everything in sight: all the damage they have inflicted is shown in red on the summary. Also on the summary, is a reminder of the amount of money that you

have to pay to Mr Clarke, oops sorry, the Evil High Chancellor. Failure to do so means: go directly to jail and do not pass "Go". The game is ultimately about growth because, as we all know, through financial growth comes economic recovery and, if your village grows and prospers, the King smiles, gives you a medal and moves you onto pastures greener. So you get to start again with a clean slate and, hopefully, a slightly larger pot of money.

Installation from CD-ROM is incredibly easy as no complicated selections of hardware are needed. However, be warned: the game requires a large amount of memory so it may take you some time to get it going. Initially, being a bit of an old traditionalist, I didn't think I would warm to the blend of arcade action and video footage. But I have to admit that I was wrong - the combination works very well.

In a nutshell, *The Horde* is a top game boasting great graphics and gameplay, and a healthy dose of tongue-in-cheek humour. The hack and slay element is important but, if you don't attend to your finances, it will all end in tears. Believe me, I know.



SCORE

Not an original concept but extremely well implemented.

(Below) Making sauce for your pasta in the days before Multi-Chefs.

**Minimum Memory:** 524k base 2Mb extended  
**Minimum Processor:** 386/33MHz  
**Minimum Hard Disk Space:** 7Mb (optional)  
**Minimum Graphics:** VGA  
**Sound Cards Supported:** Gravis, Sound Blaster, Microsoft Soundboard, Microsoft Windows, Audio/Covox  
**Controls Supported:** Keyboard, mouse, joystick  
**Comments:** Doublespeed or higher CD drive recommended. Dos 3.1 or higher required.  
**Price:** £44.99 Release Date: Out now  
**Publisher:** US Gold Tel: 021 625 3388

### IN PERSPECTIVE

Populous 2

Castles

The Horde





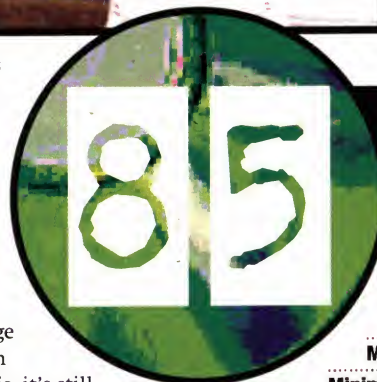
# Jack Nicklaus Signature Edition



No one in their right minds would let Chris Anderson loose on a real golf course. We decided it would be safer to give him a copy of Jack Nicklaus Signature Edition.

COMPUTER golf games have come a long way since the early days of PC gaming, when PGA Tour Golf ruled the roost. Links set new standards with stunning graphics matched with exciting gameplay, but suffered from infuriatingly slow screen redraws. Jack Nicklaus Signature Edition is a sort of happy medium between fast-paced gameplay and exciting graphics. Many of the courses included on this CD are digitised and, while they still take a while to redraw in between shots, it doesn't affect the flow of the game to any noticeable degree. Anyone who is familiar with Links will feel at home with the point-and-click interface implemented in Jack Nicklaus. It's well designed and intuitive and most people should become familiar with all the game controls fairly quickly. Accolade have gone right over the top for the CD version of the game. The signature edition has a total of 16 courses, two of which have never been released before in the UK. It also has a rather smart course designer, which lets players create their own courses and fully-digitised male and female players, including the computerised swing of Jack Nicklaus himself. There's a new tournament mode with an option to play against the computer or human players. As with all computer golf games, playing against the computer is reasonably challenging, but there's nothing quite like sitting round your PC with a couple of mates and a few crates of beer (optional) and

getting stuck into a major tournament. There are other significant "tweakings" for the CD version too. The power-bar interface has been repositioned to allow a wider viewing screen. The courses have digitised horizons, trees and objects, and fully-contoured bit-mapped fairways, greens and bunkers. Finally, the new version has digitised sound effects and crowd responses throughout the game (the crowd clap when you do a particularly smart shot). As golf games go, Jack Nicklaus is not the best example of the genre around. It's certainly no match for Links in the graphics department, and it doesn't have the ease of gameplay or wide range of user-definable options to be found in David Leadbetters Golf, but despite all this, it's still well playable and 16 courses should be enough to keep anyone going for a reasonable length of time. One thing it has got going for it over every other PC golf game in the entire universe is the price. £20 for a CD game of this quality is excellent value for money. It's also the best bet for anyone looking for a golf game that doesn't require a ninja PC. Links may look amazing, but if you're running it on anything less than a 486, you'll fall asleep waiting for the screen to redraw. ☐



(Left) Phew! Inches away from the dreaded bunker.  
(Middle) Depress yourself by finding out your standing in the tournament.  
(Right) Major twonk required here, methinks.  
(Below left) Sound advice from Jack Nicklaus.

SCORE

A good golf game at an amazing price.

Minimum Memory: 640k

Minimum Processor: 286 10 Mhz

Hard Disk Space Required: N/A

Graphics Modes Supported: VGA

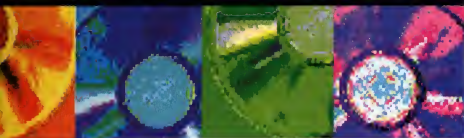
Sound Cards Supported: AdLib, Sound Blaster and compatibles, Thunderboard, Roland MT-32, LAPC-1, PC Speaker

Controls Supported: Mouse, joystick

Price: £19.99 Release Date: Out now

Publisher: Accolade Tel: 081 877 0880





Hamburg is being bombed. Guess who gets to clean up afterwards?



The city's on fire and all the sims are complaining. That's it! I'm off down the pub.



Check your progress with these handy wiggly lines.

# Sim City Enhanced

Another classic game gets the "enhancement" treatment. We gave it to **Chris Anderson** and pretended it was the original version to see if he would notice the difference.



WELL, I READ the blurb on the back of the box, spoke to the PR person from Interplay and had a quick glance at the manual (all before loading up this new version of *Sim City*) and I thought: "yes, this game has been enhanced". This is not yet another case of the software house idly boasting that it has taken the original game and turned it into an all-singing, all-dancing, multimedia phenomenon. It's going to be bigger, better, smarter, more playable and generally sexier than the original in every way. I sat there in front of the PC and loaded the game up, smugly prepared for all the bells and whistles I knew were about to leap out at me. I was wrong. I nearly jumped when this incredibly smart, animated intro with brilliant sound effects came zooming across the screen. The PC almost went berserk in a frenzy of animation, music and sound effects.

As soon as that was over and I felt it was safe to continue, I clicked on the new game icon and was greeted with the familiar welcome screen asking me if I would like to create a new city called Heresville. Well, you know where you stand with Heresville, so without further ado, I accepted the default and waited for the city building screen. Off it went again. Full-motion video clips of council workers, news people, firemen and the like were popping up all over the place telling me how crap I was at running a city, while at the same time, an unbelievably patronising, computerised digi-voice kept complaining there weren't

enough residential zones. Of course there weren't enough damn residential zones, I hadn't even had a chance to get started! After a panic-stricken dive for the manual, I switched off the aforementioned "multimedia bits" and was finally able to get down to playing the game.

## The calm after the storm

For those of you who have never played *Sim City* and haven't a clue what it's all about, here's a brief run-down on the gameplay. *Sim City* is a town planning game. As mayor of a brand new city, your duty is to build houses, factories and commercial

shopping areas for the benefit of your sim citizens (sims), and then somehow make sure that everything runs smoothly and effectively. You will also need to build road and railway networks (so your sims can get around), fire and police departments, hospitals, power plants and, eventually, a few airports and football stadiums.

So where do you get the money for all this? Why you tax people, of course. Just as in real life you can take the piss completely; setting the taxes really high when you find yourself skint. The sims will complain like mad but, who cares, you can keep the tax rates at an exorbitant level and then take them down again if people look like they're going to move out. This constant challenge of trying to get the balance right makes *Sim City* dangerously addictive. It was a huge hit when it was first released and is just as playable and addictive now as it ever was. As far as the CD version is concerned, the only question to ask is whether or not all





# Sim City Enhanced

CD-ROM REVIEW

(Below) Here's a picture I made using Windows Paintbrush. Ironically, it's also a particularly cool bit from Sim City's animated intro.



## Meet the Moaners

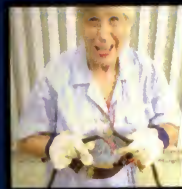
Just like real-life mayors, you will cock up with alarming regularity. When you do, people pop up on video and waste no time in telling you what a disgrace to humanity you are. Here are a few of the "advisors" you will come across.



### Carol Davenport

Carol is your friendly news reporter. Despite being luscious and pouting, she's not afraid to

get her hands dirty (or any other bits for that matter) if she thinks there'll be a decent bit of gossip at the end of it.



### Carola Davies

Carola's job as utilities commissioner appears to be

insulting you at every opportunity and forming questionable opinions on whether or not your parents ever made it down the aisle. Gets right pissed off, does Carola. As does...



### Edward Oliverez

Edward has a responsible position: he organises the city's fire fighters.

Ed's no pen-pusher, though. As soon as he hears of a fire, he gets straight in there, jumping through windows and smashing down walls and stuff. Then he comes back and says it was all your fault.



### Walter B. Goode

No relation to Johnny, although Walter is just as much a groover in his own right as

the legendary rock icon. His job as secretary of transport only serves to finance his record-collecting hobby. Groovy as he is though, he still agrees with everybody else that you are a lazy, incompetent buffoon.

the new audio overlays and video clips make the game any more playable or atmospheric than it was to begin with.

## Head to head

On the visual front, this version of *Sim City* is virtually identical to the original disk version. The graphics have been slightly improved, in the sense that they don't look quite as stark as the original's and the colour scheme for the backgrounds has been toned down. However, these minor cosmetic touches do not enhance the gameplay to any noticeable degree. The on-line audio "helpline" and "informative" video clips are extremely irritating to begin with but, to be fair, you can customise these to a level you're comfortable with. Personally, I can do without the audio advice, thank you. Having someone state the blatantly obvious to you in a patronising, American accent can become a bit grating after a while (i.e. about two seconds). The video clips, which seemed to be everywhere at the start of the game, become less frequent as the game progresses and some of them, to be honest, are really a bit of a laugh. The digital sound effects, it must be said, are excellent and contribute more to the overall atmosphere of the game than any of the other multimedia "extras".

Although the CD is a definite improvement over the original, it's not "enhanced" enough to justify a 50 pound price tag. If you don't have a copy of the game and like the sound of it, check out the "In Perspective" panel, which compares all the versions, before making a decision. **Z**



If you do well you're treated to a "peek" at one of your lovely sims.



(Above) A big, bad monster is mercilessly terrorising your city.



## SCORE

*Sim City's an excellent game but 50 quid is a bit steep for a few enhancements.*

Minimum Memory: 2Mb

Minimum Processor: 386SX

Hard Disk Space Required: 1.5Mb

Graphics Modes Supported: SVGA

Sound Cards Supported: Pro Audio Spectrum, Sound Blaster and compatibles

Controls Supported: Mouse

Price: £49.99 Release Date: Out now

Publisher: Interplay Tel: 0865 390029

## IN PERSPECTIVE

**S**im City 2000 is the most intricate and, consequently, entertaining of the three versions. The CD version would score higher if it was cheaper, but it isn't so it doesn't.

Sim City 2000

Sim City Enhanced

Sim City Classic





# Space Hulk

**The best (if not the best-selling) action-strategy game of 1993 has been transported to CD, acquiring some new graphics, sounds and missions in the process. Laurence Scottford sees if the game can still reduce him to a gibbering wreck.**

"The voice-overs seem to have been recorded by the producer's dad or next-door neighbour...."



IF YOU'RE looking for a different kind of strategy game, and you haven't already bought *Space Hulk* on disk, then don't waste time reading this review – go out and buy it right this minute. If you're thinking about getting the CD version however, then read on, because it's not necessarily the

version you should buy, even if you do have a CD drive.

But for the benefit of those readers, who didn't catch the original review back in issue three, let's recap. *Space Hulk* was originally a board game, designed by Games Workshop. Ordinarily, board games don't translate well to computer game, but *Space Hulk* is a phenomenal exception. It's the far future and mankind has encountered a hostile alien race called Genestealers. These rabid purple beasties hang out in derelict spaceships (named space hulks, as in the title), floating around until they happen upon an unsuspecting colony of humans to destroy.

Fortunately for humanity, space hulks are also frequented by a bunch of good guys called Space Marines, who like nothing better than whiling away a Sunday afternoon by turning Genestealers into dog meat. It's your task to lead the marines on missions that range from eliminating a set proportion of unwanted alien life to rescuing trapped marines.

What sets *Space Hulk* apart from other fast-paced strategy games is the unique combination of top-down strategic planning and real-time, nightmarish, shoot 'em up sequences in claustrophobic

corridors. While the 3D graphics aren't exactly in the *Doom* category, they're realistic enough, especially when coupled with the ace sound effects, which generate a nail-biting atmosphere.

## Sounding off

Ah... the sounds. Here comes my only real problem with the CD version of the game (although I must stress, it is a big problem). Having a lot more space to work with, the designers have gone to the trouble of adding some additional sampled sounds. Okay, nothing wrong with that. Well there shouldn't be, but the extra samples are deficient in two ways. Firstly, the quality of some of the extra speech – even through a 16-bit sound card – is appalling. What really can't be forgiven though is that the voice-overs seem to have been recorded by the producer's dad, or next-door neighbour or something. The sound of a man with as much acting talent as an extra for *Eldorado*, mouthing such trite phrases as "They came, they died", managed to totally destroy the atmosphere.



There is some consolation to be had from the nine extra missions and new animated sequences that have been included in this version (especially since the former are difficult enough to challenge even hardened players). All the same, I can't help being left with the feeling that *Space Hulk* on CD is an opportunity that has been sadly wasted. **Z**



The super models of the future have nothing on Claudia Schiffer.



(Above) Staring death in the face!  
(Left) Exploring an unmapped level is a nightmare business.



## SCORE

**Still a tremendous game, but not as good as the disk-based version.**

**Minimum Memory:** 1Mb

**Minimum Processor:** 386 25MHz

**Hard Disk Space Required:** Less than 1Mb

**Graphics Modes Supported:** VGA

**Sound Cards Supported:** AdLib, Sound Blaster

**Control Devices Supported:** Keyboard, mouse

**Price:** £39.99 **Release Date:** Out now

**Publisher:** Electronic Arts **Tel:** 0753 549442



# Companions Of Xanth

Legend's latest adventure game now gets the "talkie" treatment on CD. **Chris Anderson** somehow managed to stop talking long enough to take a look at it.

**L**ET'S FACE IT, Legend has been responsible for some well-dodgy adventure games in the past (the *Spellcaster* series is a prime example). These games combined static graphic screens and a totally unintuitive control system, which were guaranteed to frustrate even the most patient of would-be adventurers. *Companions Of Xanth* shows major improvements over the early Legend releases in every aspect of the game's design and presentation. *Xanth* supports the point-and-click control system that's been a standard feature in most adventure games for ages, so you no longer have to type in commands until your fingers drop off (hurrah). Even more of a shock is the fact that the game has animated bits in it. So, Legend has dragged its game design kicking and screaming out of the dark ages and into the nineties. As for the game itself....

## The background

You play Dug. Dug's one of those strange people who has no desire whatsoever to play computer games. His best friend, Ed, tells him he's found a computer game that will change his attitude. "No way," says Dug. "Alright," Ed says, "I'll have a bet with you. If you play this game and don't like it, you can have my motorcycle. If you play it and get hooked, I get to go on a date with your girlfriend."



"You're on," says Dug, knowing full well that his girlfriend, Pia, has already ditched him. Ed sends the game to Dug who promptly loads it up on his PC. The game in question is, of course, *Companions Of Xanth*. So begins your adventure.

## The game

Your goal in *Xanth* is to find a prize hidden in the land. Two demons have taken a wager on who will be the first to the prize: you, or another earth person: a girl called Kim. To help you on your quest, you can both choose a companion from the land of Xanth to

**"All the characters in the CD version are much more believable."**

accompany you on your travels. You can consult your companion at any time to ask them questions about the land or any of its creatures, or for help if you get hopelessly stuck on one of the puzzles. Most of the puzzles are fairly easy to work out, so you'll probably get through most of the game on your own. Legend has pitched the difficulty level just about right for this game. I completed it in about two days which, admittedly, isn't very long for an adventure game, but this was compensated for by the engrossing gameplay and interesting and amusing plot. You don't get bored very often, simply because you don't get stuck very often, so the flow of the game is never interrupted.

## The talkie bits

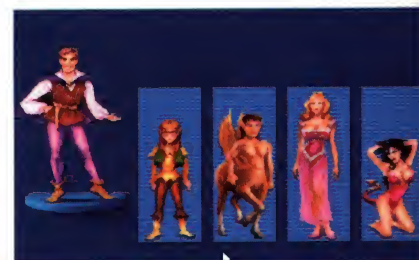
All the characters in the CD version are much more believable than in the disk version. This is because the actors who provide the speech for the game actually sound like professional actors as opposed to whoever the software house could drag in off the streets, as is the case with some CD talkie adventures. *Companions Of Xanth* is an engrossing and amusing adventure and bodes well for the new breed of Legend adventure games. **Z**



(Above) The demons discuss your fate.



(Above) "Oh look, it's a merman." "Where's his tail then?" (Below) A cast of thousands.



(Bottom Left) The woodman gives you your first quest.

# SCORE

**Great game on disk. Even better on CD.**

**Minimum Memory:** 640K

**Minimum Processor:** 286

**Hard Disk Space Required:** Nominal amount for saves

**Graphics Modes Supported:** VGA

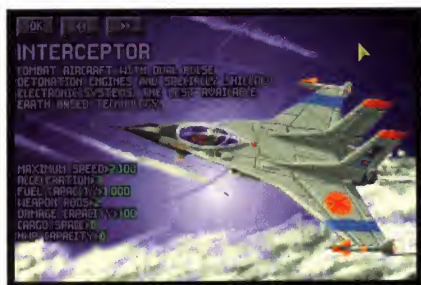
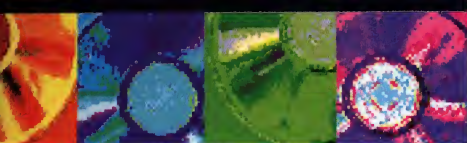
**Sound Cards:** AdLib, Sound Blaster, Roland, Realsound

**Controls Supported:** Mouse

**Price:** £39.99 **Release Date:** Out now

**Publisher:** Accolade **Tel:** 081 877 0880





(Top) The Interceptor is your basic battle ship, "basic" being the operative word. (Right) Force the UFOs to crash land so you can pinch their technology. (Below) Spend loads of cash building stuff... (Bottom) ... And make sure you don't ever touch my pint again.



# UFO



**"Look everyone, *UFO*'s out on CD," the Editor said innocently. We haven't seen it (or Chris Anderson) since.**

**M**ICROPROSE has wasted no time in getting its superb strategy game out on CD (the disk version was reviewed just last issue) and, while there are no significant enhancements for the new version, a lot of serious probs with the original have been sorted out. All the bugs in the disk version have been fixed (supposedly) and new improved drivers for the supported sound cards have been added. For those of you who haven't played the game yet, *UFO* is a space-based, strategy/combat game with *Laser Squad*-style battle sequences. Not just any space-type, strategy game mind, but the very best (in my humble opinion).

## Anything they can do...

The game puts you in control of xcom, an organisation set up to save the world from alien invasion. All the world's wealthy nations have agreed to finance the organisation; the amount each country gives every month being dependent on how well you are coping with alien activity in their vicinity. You need to build bases around the world, armed with fighter planes and transport craft, and shoot down any alien ships that show up on your radar. You start the game with standard rifles, pistols and tanks for ground-based attacks, but you can hire scientists to research more powerful weapons and equipment, and then engineers to manufacture them. Before you know it, you'll be chucking your puny rifles in the bin and taking on the aliens with heavy-duty laser cannons and rocket launchers. This will make your ground assaults much more effective but, if you really want to kick alien butt, there's a much better way to go about it.

Scientific research is the single most important factor in securing your victory over the aliens. As you travel to alien crash sites, you can use your stun guns to knock the creatures out and then stick them in your backpack to be brought back to base where your researchers can get to work on them. As you discover more about the lethal weapons used by the aliens to waste your rookies, you can research them and use them yourself. This means your soldiers get to zoom around in hovertanks with plasma beams, causing havoc all over the place and getting extra protection from the incredibly smart alien flying suits. The turn-based combat scenes are way above average for this type of game. If you liked *Laser Squad*, you'll love this (the game is unofficially *Laser Squad II*).

Although there are no real enhancements for the CD version, I would still strongly recommend it over the disk version, simply because it's the same price, it has all the latest game files and it saves you 12 megabytes of hard-disk space. Either way, whatever version you get, you're in for an absolute treat.

*UFO* is the most compelling and addictive game of its type that I have ever played. If you haven't got it, get it now. **Z**



## SCORE

**Incredibly addictive strategy game.**

**Minimum Memory:** 2Mb

**Minimum Processor:** 386

**Hard Disk Space Required:** N/A

**Graphics Modes Supported:** VGA

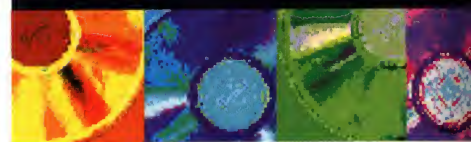
**Sound Cards Supported:** AdLib, Sound Blaster, Roland

**Controls Supported:** Mouse

**Price:** £44.99 **Release Date:** Out now

**Publisher:** MicroProse **Tel:** 0454 326532





# Hand Of Fate

The only contact **Paul Lakin** ever had with the *Hand Of Fate* was when it poked him in the eye and laid him out with a left hook. Which explains why he's in the office late, reviewing a game of the same name.

**S**OME GAMES are created, others are manufactured. Some are a flash of inspiration from deep within the programmer's mind. Others are clearly constructed around a canny idea of what the market wants. *Hand Of Fate* is one of the latter. It's so packed with references and influences you can almost hear its brain cells creaking.

The planning (rather than creative) process must have gone something like this: "Heh guys, humour seems pretty popular these days so we'll have some of that and lots of lovely graphics too, they always go down a treat... and magic, yeh a bit of magic never did a game any harm... and... wait for it... this is the nineties so let's have a chick as the main character. And she can flash a bit of thigh as well."

## Greetings to the new brunette

Which is not to say that *Hand Of Fate* is a bad game (far from it), it's simply a rather uninspired one. The plot concerns the attempts to save Kyrandia, which is disappearing piece by piece faster than you can say "Oh bugger, it's the bailiffs". The heroine, Zanthia, has been nabbed by the Kyrandian equivalent of a Y2K scheme and dispatched to the centre of the planet to retrieve an anchor. For reasons that are not made entirely clear at the time, this will save the island. Ho hum, yours is not to reason why.

The game is a fairly standard point and click adventure, set in numerous (well, about five) different environments - each one containing a number of imaginative and fairly original puzzles. A major part of the puzzle element is based around finding the ingredients for potions. This advanced cookery course is something of a novelty in

the game (one of the few). The spell book doesn't always make clear exactly what the ingredients for a spell are, or what it does when you mix it. (It's all a bit like the time I made Hungarian Goulash... but that's another story.) The skill is realising which potions will solve which problems and then working out how to make them.

## Must I paint you a picture

The graphics are undeniably beautiful. Well, the backgrounds are anyway. Zanthia herself varies between something out of a Slimfast ad and something out of *Birds Of A Feather*, while her chum, Marco, has an amazing hairstyle which wobbles when he talks. (He obviously gets his wigs from the same place as me.)

Unfortunately, the CD version is lumbered with full speech. This is the only way it significantly differs from the original floppy version and, frankly, it's a mistake. Yes, I know all CD-ROM games have speech now - that's what makes them CD-ROM games, but in *Hand Of Fate* it only goes to emphasise the game's key weakness - 'an appalling script. The plot, puzzles and locations are imaginative, but the dialogue is dire. Hearing it only emphasises how painfully unfunny it is. Add to this the fact that it sounds as if it's being read by the cast of the school play from hell and you'll realise that silence is golden. If you've got it flaunt it, but if you're not Sam 'n' Max, then keep your gob shut.

## Honey, I'm a big boy now

I seem to have put myself in a bit of a spot. When I reviewed the original *Hand Of Fate* I gave it 80+, a *PC Zone* Recommended no less. Now I seem set to give it a bit of a drubbing. Well, I'm not really. The game is nice to look at and easy to play with (rather like... oh never mind). The puzzles are, with a couple of notable exceptions, a tad on the easy side but it's still a good beginner's game. Unfortunately, the CD-ROM version emphasises the weaknesses without adding to the strengths. ☹



## SCORE

**Good game, shame about the conversion. In this case more equals less.**

**Minimum Memory:** 570K

**Minimum Processor:** 386SX 25MHz

**Hard Disk Space Required:** 5Mb

**Graphics Modes Supported:** VGA

**Sound Cards Supported:** AdLib Gold, General Midi, Gold Standard, Sound Blaster, Sound Blaster Pro, Roland MT-32/LAPC-1, .

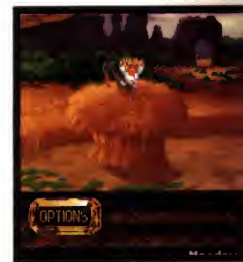
**Controls Supported:** Mouse

**Comments:** Needs 2Mb XMS or EMS, CD drive with transfer rate 150K per second, MSCDEX 2.2 or higher.

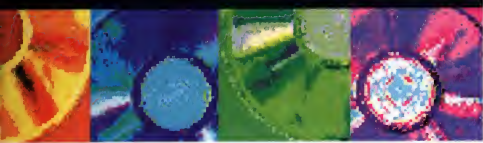
**Price:** £49.99 **Release Date:** Out Now

**Publisher:** Virgin Interactive Entertainment/  
Westwood Studio **Tel:** 081 960 2255

(Top) Xanthia rides her My Little Dragon through the skies. (Middle) She just can't find that needle. (Bottom) Here's where you realise that Xanthia is, in fact, a New Age Barbie doll.







# Dragon's Lair

There have been so many different versions of Don Bluth's classic coin-op that we've lost count. This one, we're promised, is the closest you'll get to the original thing. **Caroline Westbrook** can hardly contain her excitement.



Our hero manages to mess up big time (again). No wonder he's all on his bonesome.

**T**

HIS FANTASY adventure romp, featuring animated graphics from *American Tail* supremo, Don Bluth, was first glimpsed as a coin-op almost as far back as the invention of money, and has since drifted around in various console and PC guises before finally arriving on CD-ROM. Unfortunately, it's a move which can only be described as utterly pointless. When the original game first appeared, the general consensus was that Bluth's animators had spent so much time and effort making it tip-top in the looks department, that they forgot to include anything remotely resembling interesting gameplay. Now, with the original footage restored, it looks even better than ever, but is a victim of maddeningly disjointed action which simply fails to keep the player's attention.

## A dazzling array of facial expressions

The object of the game apparently is to take on the role of dashing knight Dirk The Daring, a man blessed with such an excruciating range of facial snarls that it's almost a relief when he's ripped to



Dirk manages to walk into a vat of custard.

shreds by bats or gobbled up by giant pools of bubbling blue slime. The task at hand is to rescue the Fair Princess Daphne, who has been kidnapped by Singe the Dragon and carted off to his castle. Dirk has to make his way through 35 rooms before reaching the dragon's lair where the potential love of his life is being held hostage. This involves battling off all kinds of bizarre oddities with a simple flick of his sword or simply by being a big girl's blouse and jumping out of the way. Of course, if Dirk just used a choice facial expression on all the lizards, bats and many-tentacled things lurking in dark castle crevices, then they'd probably all flee and the game would be over far more quickly. Oh, if only things were that simple...

The main problem with all this is that possible buyers are likely to be swayed by the lavish title sequence, which features a number of the game's best looking scenes and gives you the impression that this is going to be mouthwateringly good. And admittedly, the graphics are hard

to fault and really have gained something on their transition from console to CD.

The game is logically divided into scenes, each set in a different room, which vary from The Snake Room, which sees our hero slicing away at various stripy serpents, to the Checkerboard Room in which he has to dodge electrocution at the hands of the sinister Black Knight. The action moves along frame by frame, with speed varying according to your system – choose from either six or twelve frames per second, or you can simply switch to auto mode and allow the game to select the appropriate speed for your hardware. It's important to get this right because slower hardware forced to play at twelve frames will result in awkward pauses; inexplicable speeding up of the game and possible loss of sound. Alternatively, if you play at six frames per second by mistake, Dirk will lollop around in irritating slow motion. Fine tuning is also on offer, which is supposed to make the graphics look even more razor-sharp than before but, despite a painstaking process which takes 30-60 minutes to complete, the on-screen quality of the game looked no different than before.

**"Any repeat plays will be a matter of going through the motions and discovering no major surprises."**

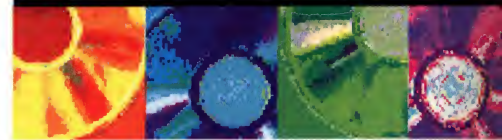
Unfortunately, the speed you choose is not going to make a blind bit of difference to the overall flow of the game. The tasks and obstacles to overcome in each room are indeed limited, meaning that each scene is annoyingly short and, just as you're happily getting into the swing of things, you escape out of the nearest exit to freedom. Rather than going straight into the next room, however, the game chooses that moment to tell you how many of your five lives you have left (a move it also makes when you lose one) and displays the fact on screen for what seems like all eternity, meaning that any chance of becoming engrossed in the action is automatically lost.

## Carry on for absolutely ever

When you are eventually defeated, endless continues allow you to pick up where you left off rather than going back to the beginning. This can prove a problem as some of the scenes, in particular the maddening Metallic Ball Room in which Dirk has to avoid various electrified spherical objects, are unbelievably difficult to complete. On most of them, though, a simple process of elimination and lateral thinking will tell you which key to press or joystick move to make to get out of danger and, although this may take time, most of the levels are reasonably easy to master. This does mean, of course, that any repeat plays will be a simple matter of going







through the motions, making the appropriate move where necessary and discovering no major surprises other than the ones you encountered the first time. Yawn.

One advantage, however, is that the rooms are randomised and appear in a different order every time you play so, if one particular location is proving tricky, you can simply start all over again and hope it doesn't come up. This is a way of seeing some more of the fantastic animation, but it quickly backfires when you realise you once again have to go through the painstaking process of going through all the rooms you completed on the previous game and heroically smashing your way through the castle - only to discover that, yes, it still takes longer to find out how many lives you have left than it does to actually go about losing them. If Princess Daphne had any sense she would realise from the evidence shown here that, instead of popping up in scenes now and then acting like a complete squealing sap waiting for her saviour, she should in fact smack Sirge The Dragon squarely in the chops and head off in search of a proper man. (After all, when did you last see Dirk The Daring listed as one of Britain's 50 Most Eligible Bachelors?)

What it boils down to is something of a buy-at-your-peril syndrome. If you're a cartoon addict or one of those people who will be bowled over by the look of it, then you will find this more than fits the bill. However, if you're one of the majority who doesn't think that way, you would be advised to divert your hard-earned 50 quid in the direction of something more time-consuming. Not a complete and utter dud, just not in the least bit exciting. **Z**



A day in the life of Dirk The Dork: Will he finally manage to swing his sword in time to slay the enemy? Or will it mean paying yet another visit to skull city? And do you really care? (Don't answer that one.)



## SCORE

An interactive cartoon that's more 'cartoon' than 'interactive'.

**Minimum Memory:** 4Mb

**Minimum Processor:** 386

**Hard Disk Space Required:** None

**Video Modes Supported:** VGA

**Soundcards Supported:** SoundBlaster and compatibles

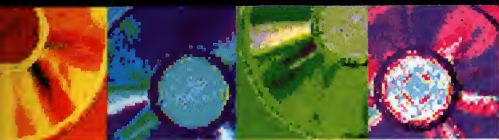
**Control Modes Supported:** Keyboard, Joystick

**Price:** £39.99 **Release Date:** Out Now

**Publisher:** Elite Systems **Tel:** 0922 55852

"Er... dad, I think I done it wrong again." Dirk flees after yet another unsuccessful attempt to rescue Daffers.





# Wolfpack



Who wants a life on the ocean wave, packed full of thrills and spills? Me! Cried would-be sailor boy **Chris Anderson**. We gave him **Wolfpack** instead.

**T**

HIS is a revamp of a game which was originally published a few years ago. *Wolfpack* was one of the first submarine simulations to appear on the PC scene and so it didn't have much in the way of competition when it was first released. It has now, though. Underwater warfare fanatics aren't exactly spoiled for choice at the moment, but there are a reasonable amount of sub sims to choose from. Before we get around to what *Wolfpack* '94 has to offer against the current crop of sub sims, here's some background on what the game is all about.

## Hit and run

*Wolfpack* gives you the chance to take command of either a group of submarines or a group of surface craft (destroyers etc.). If you're controlling the subs, the general idea is to stay underwater, pop up at the last minute, launch a torpedo at an unsuspecting surface craft, and then run away. If you're controlling the destroyers; you just chase the subs all over the place and blow them up. The strategic element involves hiding a lot and taking control of one of your subs or ships if they get into trouble. One major niggle on the gameplay front is the Quick Start option, which is supposed to get you up and running in the game with the minimum of fuss. You're simply told to load up a mission and "experiment" with it. You aren't given any clue as to what all the knobs and buttons are for, so you end up having to read the whole manual to find out how to play. Not much fun, as you can probably imagine. That's more or less it for the gameplay.

## What's new for CD?

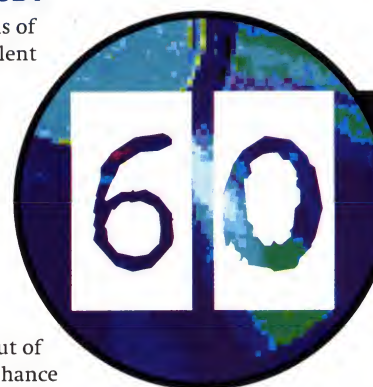
Animations. Mountains of them. There's an excellent

animated introduction (shame the game doesn't follow suit) and at the end of each mission you get another animation showing your sub or ship sailing off victoriously (or not) into the big blue sea. There's also extra missions. The CD version has 70 missions with three difficulty levels; from piss easy to extraordinarily difficult.

## Summing up

I'm a little confused as to why Novalogic have decided to blow the dust off this one and drag it out of the closet. Let's face it, for *Wolfpack* to have half a chance when put up against the likes of graphically superior submarine simulators, such as *Seawolf* or *Silent Service 2*, it would have to be a bit of a corker in the gameplay department. Frankly, it isn't. It doesn't have the arcade qualities of *Das Boot* or the imagination of *Subwar 2050*. It doesn't have the depth (no pun intended) or presentation of *Seawolf* or *Silent Service 2*. I'm not saying it's crap - it's still reasonably playable, but it just doesn't cut it when compared to the competition. If you played the original and loved it to death, you might be coaxed into having a look at this version for all the extra missions. Otherwise, if you're new to sub sims and fancy having a go, take my advice: forget *Wolfpack* and check out *Seawolf* or *Silent Service 2* instead. **Z**

(Top) Murder in the dark. One less enemy ship in the world. (Above) Get in your destroyer and, er, destroy things.



SCORE

Disappointingly average.

Minimum Memory: 2Mb

Minimum Processor: 286 12Mhz

Hard Disk Space Required: Nominal amount for configuration files and saves (100k)

Graphics Modes Supported: VGA 256 colours

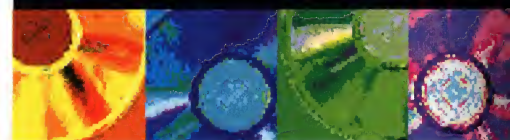
Sound Cards Supported: AdLib, Sound Blaster and compatibles,

Controls Supported: Mouse, keyboard

Price: £29.99 Release Date: Out now

Publisher: Optima Tel: 0844 345406





**Chris Anderson** reviews the latest sports compilation and discovers that horse jumping isn't crap at all, but is, in fact, really smart.



"The hurdles event... you'll probably come a cropper millions of times before you get any good...."



PORTS compilations. There's lots of them. Summer ones, winter ones, footy ones – they've all been done and they all have one thing in common. They give you two decent games and loads of rubbish ones. *Summer Challenge & Winter Challenge* brings you two disk-based compilations on one CD, so, theoretically, you should stand a better chance of finding a few games that you'll actually want to play. Here's a run-down on the games in each compilation.

### Winter Challenge

The picks of the bunch on this one have got to be the downhill skiing and Giant Slalom events. If you've got a fast PC, you get a real sensation of speed as you bolt down the hill, hell-for-leather diving through the gates. The ski-jump is fun for a while but gets boring once you've mastered it. The luge and bobsled events are basically the same, providing a mild diversion for an hour or so. The other events are cross-country skiing, biathlon and speed skating; none of which are up to anything much in the game play stakes. With the exception of downhill skiing and Giant Slalom, *Winter Challenge* is a fairly average compilation.

### Summer Challenge

This is a much better effort. The kayak event (a kayak is a sort of canoe, if you didn't know) tasks you with zooming down the river and zipping in and out of lots of gates. The high-jump and pole-vaulting events are difficult to get good at and good fun once you've got used to them. The hurdles event is fast paced and well tricky – you'll probably come a cropper millions of times before you get any good at it. The javelin and archery events are "take it or leave it jobs". The best game on this compilation is definitely the show-jumping event. Completing the course is not just a matter of timing your jumps correctly; you also have to compromise between speeding up as much as you can to get the fastest time, and slowing down for those extra tight turns. This game is maddeningly addictive. The only real bummer on *Summer Challenge* is the cycling event, which is a complete waste of time.

### Overall

This is probably the best compilation of its type around. The graphics are great and most people should find at least a few games here they'll be happy to play around with. At £20.00, it's an absolute bargain. **Z**

(Top left) Harvey Smith eat your heart out. (Left) Experience the thrills of downhill skiing. Well, sort of.



## SCORE

**Good compilation, great value.**

**Minimum Memory:** 640k

**Minimum Processor:** 286 12Mhz

**Hard Disk Space Required:** None

**Graphics Modes Supported:** VGA

**Sound Cards Supported:** AdLib, Sound Blaster, Sound Blaster Pro, Thunderboard, Roland MT-32, Roland LAPC-1, PC speaker

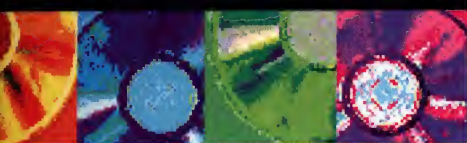
**Controls Supported:** Mouse, joystick, keyboard

**Price:** £19.99 **Release Date:** Out now

**Publisher:** Accolade **Tel:** 081 877 0880

# Summer Challenge & Winter Challenge





# Sam And Max Hit the Road

A game starring a dog in a suit and a consistently aggressive rabbit. We gave it to Patrick McCarthy, because he manages to combine the sartorial dissonance of the former with the personality failings of the latter.



AM AND MAX HIT THE ROAD centres around the exploits of Freelance Police: Sam, the wisecracking dog, and his sociopathic rabbit chum, Max. The unlikely pair embark on a jaunt around the crappy tourist traps of America in pursuit of Bruno the Bigfoot and Trixie the

Giraffe-Necked Girl: escapees from a carnival freak show.

It features the latest incarnation of LucasArts' graphic-adventure interface, with old-fashioned verbs replaced by icons selected by clicking the right-hand mouse button. So instead of forming

sentences to direct the characters to perform whatever bizarre or unsavoury act is required, you simply click on an orange, put it in the politician's mouth and away you go. (Or away he goes, anyway.) All this is identical to the disk-based version, of course, so you'll just be gagging to know what extras the CD version has.

## It speaks

Yep, it speaks. This time all the way through, in the same 1950s B-movie voices used in the disk-version intro sequence. It's been superbly done, too. Every single voice is excellent for the part – either because it's spot on and just as you'd imagine it for the character, or because it's deliberately inappropriate for comic effect. For example, the fisherman in one of the attractions who looks like Woody Allen, now talks like him, too.

In case you're worried that you might miss a vital clue if you can't read the text yourself, or are such an old hippie that you can't quite cope with the idea of an adventure with no writing, you can still have the text switched on if you really must. But it isn't necessary. The characters' voices are so well done that you won't miss it at all.

## It tells jokes

Apart from the addition of voices, it plays exactly the same way as the original: in terms of plot, what's said, puzzles and graphics, it's identical to the disk version in every respect. Which still means, basically, entertainment all the way. The game's main selling point is its humour, which captures that of Steve Purcell's comics perfectly. And, unlike LucasArts' previous feeble attempt at

humour (*The Day Of The Tentacle*) the game manages to be both tricky and genuinely funny.

## It sings and dances

There are controls to balance the volume of the speech, music and sound effects – and some of the music is pretty groovy stuff, too. As for the speed of play, while you couldn't say the individual scenes load with dazzling quickness, once you're in, the dialogue flows smoothly and swiftly and, as you progress through the various dialogue icons that control the interaction, it even gets pretty close to sounding like proper conversation. Nearer than we manage around here, anyway.

It's not the first game to take the spoken dialogue approach, but it's the only one that will get people elsewhere in the room laughing at the script. As far as owners of the original game go, it doesn't have anything in the gameplay to warrant buying it a second time. But for CD-ROM owners who don't have the disk version, it's the ultimate Sam and Max experience. **Z**

(Below) Cross-dressers of the world unite.



"Unlike *Day Of The Tentacle*, it manages to be both tricky and genuinely funny."



## SCORE

I love it. (But it doesn't even know that I exist. Sigh.)

(Above) Oh dear – yet another setback for feline/rabbit relations.

Minimum Memory: 4Mb RAM

Minimum Processor: 386

Hard Disk Space Required: Nominal amount for saves

Graphics Modes Supported: VGA

Sound Cards Supported: Compatible with all available sound cards

Controls Supported: Mouse

Price: £45.99 Release Date: Out now

Publisher: US Gold Tel: 021 625 3366





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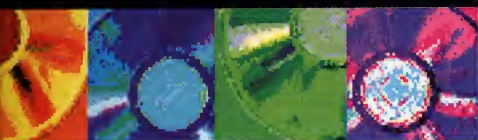
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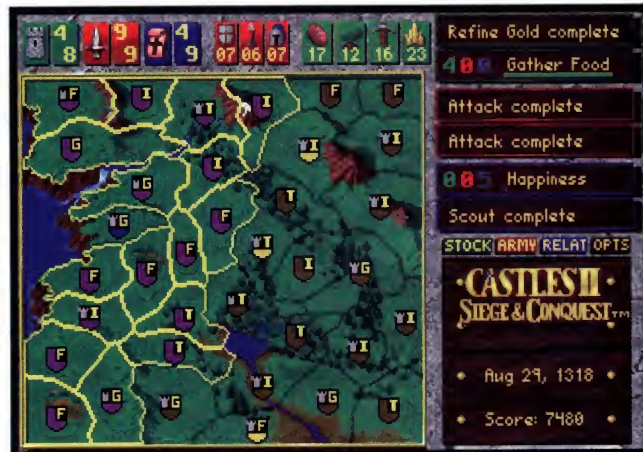


When asked to describe a castle, **Daniel Emery** replied: "Great big stony thingy with a moat and drawbridge, dungeons, suits of armour, American tourists and funny-shaped windows. Dreadfully dull and to be avoided at all costs." Wonder what he'll make of this classic siege 'em up on CD then?

**H**ow do you take a subject such as this and produce an enjoyable game? Well Interplay did it in '91 with *Castles* and had a surprise hit with it. So, like any other software publisher that knows when it's on to a good thing, it expanded the scope of the game and released the more strategically oriented

*Castles II*. This CD version of that second game is positively bursting at the seams with a whole load of extra goodies. However, before I elaborate on what is, after all, only icing, I'll give you a quick run-down on the story so far.

*Castles II* is a strategy game whereby you have to conquer a country, piece by piece. The country in question is France. That's not unusual; France does have more than its fair share of castles after all. What is rather bizarre, however, is that the designers of the CD version of this game have chosen to prefix it with an introductory film on the history and design of castles in general, which is largely set in England and Wales!



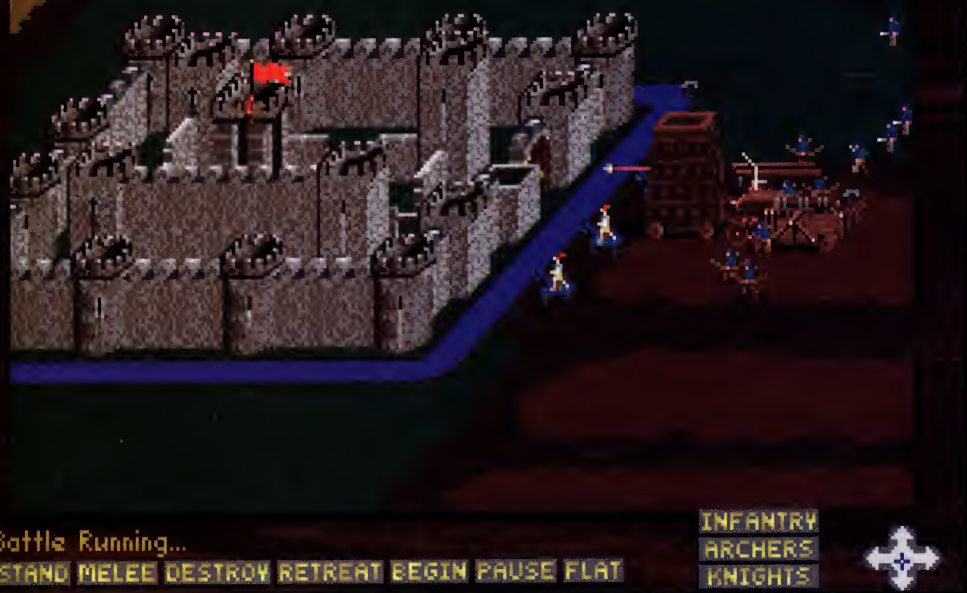
### Pope on a rope

The ultimate aim of the game is to rule France. To do this you have to steam-roller all the local communities, build castles to safeguard the areas you control and suck up to the Pope (as most European Kings did at that time, except Henry VIII, who didn't really give a toss about much except trading in his wife for a new model).

You start the game in one of five areas: Normandy, Calais, Bordeaux, Lyon or Paris. They've got different names in the game, but mine are easier to visualise. France itself is divided up into 35 separate regions and at the start they are ruled by local barons. To append them to your realm, you send in the army who make short work of the locals. You can choose whether you want to play an active part in the battles or whether you want the computer to do it automatically. I skipped this section quite often because, although I was running the game on a 486, it was so slow as to be painful. The graphics for this section are limited and, to be honest, there's not much you can do once it starts running. This would have been impressive about five years ago, but it's a bit lame now.

### Architects with attitude

Once you've conquered a few regions, it's castle-building time. Select the region in which you want to build your castle, and then design it. The design process isn't too tricky. There are six separate pieces: towers (both round and square), big walls, small walls, gates and the keep. You can either design the castle of your dreams or select a castle from real examples that exist in Britain (not France, because apparently the French don't know how to build castles any more than they know how to play decent Rugby). The castles themselves come in two flavours: large and small. A small castle will only protect the region it's in, while a large one will protect the adjacent areas that you own as well, thereby preventing the locals from rebelling, which they do from time to time. Once you've



(Above) How to enter a castle in pre-National Trust days.  
(Top right) The high-tech way of choosing a site for your holiday cottage.

# Castles II





### THE PEN VS. THE SWORD. WHICH IS MIGHTIER?

**C** The meat of the game involves the careful management of three work forces: Military, Administrators and Diplomats.

**Military:** The army consists of three types of soldier: infantry, archers and knights. Infantry are cannon fodder, archers gang up on some poor sod and pick him off, and knights are the elite killers. Later on in the game there is also the option to build catapults, siege towers and a Ballista, but these can only be used when attacking castles. You can also use military units to attack a neighbouring community, sabotage your rivals or pool them with another department.

**Administrators:** These poor buggers do all the hard work: building castles, gathering resources and the like. Like the army, they can also be pooled.

**Diplomats:** Just like most civil servants, these characters are the real power behind the throne. Their job is to butter up all your rivals and the pope, have a quick butchers at opposing territories and generally keep everybody happy.

designed your castle, you simply click the Build icon and leave the local brickies to it. You can go back and see how they are getting on a little later and you'll be treated to a vision of lots of little pink blobs acting industrially. This bit of the game is almost identical to the equivalent bit of the original *Castles*, and taking into account that that was created some years ago, it's rather disappointing.

#### Diplomacy

Eventually, you are going to run into another would-be king, and here's where the strategy element becomes more apparent. You have to send diplomats over with various bribes of gold and try to be friends, while you simultaneously and secretly, of course, amass an army with which to steam into his territory when he least expects it.

You also have the option of sub-plots. These vary from the widow Twanky, demanding a bit of ready cash, to a map of Africa turning up. Being future king, it's up to you to make the right decision in each case.

Naturally, no kingdom can function without money, food and other commodities, therefore, each region has its own resources. Once you own these, they are collected and used at various stages throughout the game for feeding the troops and the like. And, naturally, the more regions you conquer, the more resources you can collect.

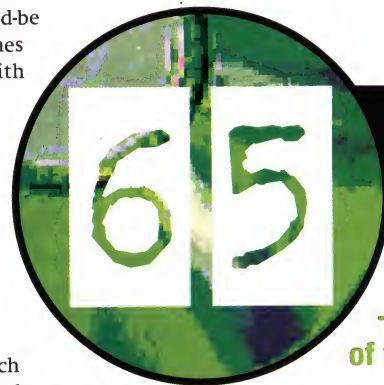
The Pope doesn't play much of an active role, just smiles a lot and stops you from installing condom vending machines in the castle loos, but you do have to be pretty nice to him as later on there's the chance to claim the throne, and he's the one who makes the decision. You can butter him up with gifts of gold, but if you really want to get into his good books then you can give him one of your regions and he'll love you forever (maybe).

#### Vintage stuff

Throughout the game there are clips from the film *Henry VIII*. In the CD-ROM version these are now complimented by an impressive collection of facts, figures and film clips on a sizeable collection of National Trust and English Heritage properties. If you're a castle fanatic you'll love this section of the product, but sadly, the game itself hasn't really moved on since it's disk-based release. The strategy element of the game isn't too bad, but the action sequences are very limited and the general game structure is far too simple. To release a game like this in '94 is rather disappointing and at around £50.00 your money could be better spent elsewhere. **Z**

**"This CD version... is positively bursting at the seams with a whole load of extra goodies."**

(Middle left) "Your mum wants a lift to the shops in your chariot, Sire."  
(Bottom left) Hang on a mo, he's not bloody French... what's going on?



## SCORE

Interplay usually release excellent games – this isn't one of them.

Minimum Memory: 2Mb

Minimum Processor: 386SX 25Mhz

Hard Disk Space Required: 6 Mb

Graphics Modes Supported: VGA

Sound Cards Supported: AdLib, Pro Audio Spectrum, all Sound Blasters

Control Modes Supported: Mouse

Price: £49.95 Release Date: Out now

Publisher: Interplay Tel: 0865 390029

#### IN PERSPECTIVE

Castles I

Castles II

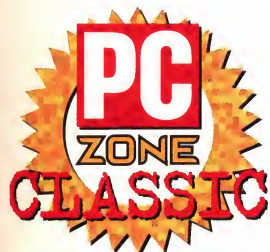
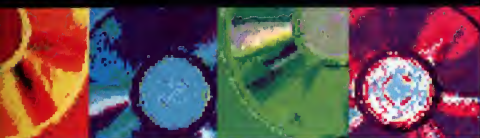
Civilisation

Sim City 2000

Stronghold







# Comanche

So, Optima's *Comanche* is "Pentium ready" eh? **Chris Anderson** dons his sceptical face and puts it to the test...



ELL IT HAD to happen sometime. It was almost inevitable that some software house or other would pop up and pompously announce to

the world that their game was "Pentium ready". It was almost equally inevitable that the game in question would be a flight simulator of some description. *Comanche* is such a game. "Killer PC required for smooth operation", the system requirements suggest. I don't suppose it occurred to Novalogic (for it's their game) that anyone without a Pentium (i.e. just about every PC game player in the universe) might be slightly put off by this elitist approach. For the record, *Comanche* runs perfectly well on a 486DX (albeit, without maximum detail) and performs admirably with all the trimmings on a DX2/50. I'm so glad we got that little matter straightened out.

Apart from requiring a ninja PC to run it, *Comanche* is an utterly amazing helicopter simulation come frantic, nerve-tingling shoot-em-up. As far as visuals are concerned, there simply isn't a flight sim around (including *Strike Commander*) that can touch the glorious graphic splendour of *Comanche*. It doesn't matter how many games you've seen that you think look "extra smart", you'll still fall off your seat when you see this one. You see, it's all down to this Voxal Space technology thing, which apparently gives 500 times more detail than traditional 3D games. What this means to you and I, is that you get to take your RAH-66 *Comanche* across ultra-realistic landscapes and take out highly-detailed enemy choppers, tanks or anything else you fancy blowing up. For once, glorious graphics are matched with incredibly addictive

gameplay, making *Comanche* a completely satisfying experience. The varied training missions take you through everything; from target practice with oil tanks to mixing it up big time with enemy choppers, so that you'll be well prepared for the main campaigns. Not that there's much to learn. Being as it's a helicopter sim, there are no complicated landings or take offs to master. All you do is take to the skies and blast the hell out of everything in sight. Lovely!

One of the criticisms made about the original disk version of *Comanche* was that it had limited long-term appeal. This is because it came with a measly 20 missions. Then came the obligatory disk with a few more missions, which was then followed by the release of a new campaign (*Over The Edge*). This was all great from Novalogic's point of view, who made a tidy sum out of the whole charade. But it wasn't much fun for your average *Comanche* fan, who must have felt they were only working to make enough money to finance their addiction. *Comanche* CD comes with the whole lot:

every campaign and mission, and an extra ten missions to boot. If you own a CD drive, treat yourself - get it now. **Z**

90

SCORE

Brilliant action-packed helicopter simulation at a great price on CD.

Minimum Memory: 4Mb

Minimum Processor: 386sx 25Mhz

Hard Disk Space Required: 1Mb

Graphic Modes Supported: VGA

Sound Cards Supported: AdLib, Sound Blaster and compatibles, Roland,

Controls Supported: Joystick, keyboard

Comments: You'll need at least a DX2/50 to get the most out of it.

Price: £49.99 Release Date: Out now

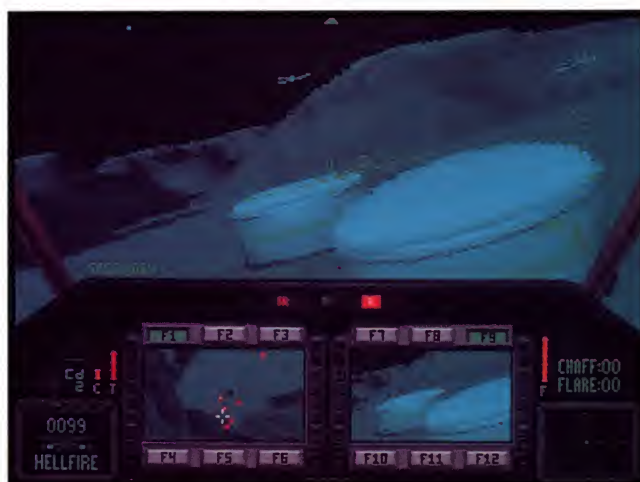
Publisher: Optima Tel: 0844 345406

(Top) Just one of the beautiful landscapes for you to completely mess up.

(Second top) Aha! Enemy tanks. Time for a spot of target practice.

(Second bottom) All those explosions must mean, er, things are blowing up.

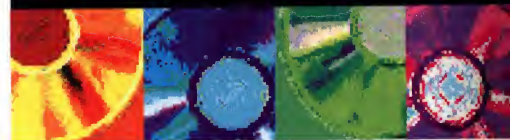
(Bottom) Blimey! What's that? Oh well, better blow it up.







(Top) Pick a year and do some serious hand jivin'. (Second top) Just think, Paul Anka's "Diana" was number one when I was born. Seems just like yesterday. (Second bottom) Yet another easy one bites the dust! (Bottom) Saturday night at the movies. Roll on the '70s!



# The Rock 'N' Roll Years – The '50s

**Andrew Wright bops back to the days of bobby socks and Brylcreem with some multimedia memories.**

**T**HE ROCK 'N' ROLL YEARS is the first in a planned series of multimedia CD-ROMs charting the growth of rock and roll from its origins in the 1950s right up to the present day. The 1950s edition – *The Start of It All* – gives you half an hour of motion video, 20 assorted audio tracks, thousands of facts on the artists and related historical events, and a trivia quiz with 700 questions. You can also find out the top five singles on both sides of the Atlantic for any month in the decade.

The program runs under Windows 3.1, so as long as your sound card is set up for Windows, you'll get the music. The first screen is a juke box which invites you to select a year between 1950 and 1959. You're then shown the top five songs for January of that year and two tracks from that year are played while you read. You can move through the text (in all, there are 36,000 words to get through) or change the month. Quitting this part offers you the choice of a quiz or a visit to the drive-in movies. For the movies, the view changes to the dashboard of a car. Choose a movie and the lights go dim. Unfortunately, I wasn't dragged into the back seat by a "randy rocker". Just as well – she'd probably be a "granny rocker" by now. The video element (via the run-time Video for Windows, supplied) consists of 12 clips of around two minutes, some news, interviews, excerpts from TV shows and a couple of montage sequences – all in black and white. It didn't perform too badly on my single-speed drive, but it did take quite a while to load some sequences.

There's an ironical interview with James Dean on road safety (he died in a car crash), an excerpt from a Marx Brothers film, some

clips of Marilyn Monroe, part of a popular comedy show and a trailer from a science fiction monster movie. I was disappointed to see there were only two or three videos containing "live" music – and no Elvis either! But at least one was Bill Haley and the Comets doing *Rock Around The Clock*.

The multiple-choice quiz has three levels: easy, medium and hard, but I found the easy level tough going; averaging only a 50 per cent score. Some brief, animated sequences announce success or failure, but as they get irritating it's just as well they can be turned off. Up to four players can join in; taking questions in turn.

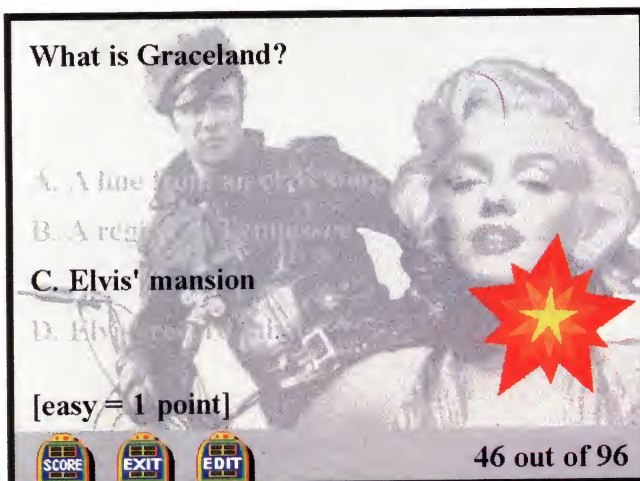
You can also see the top five hit songs in the UK and US charts for each month of the decade. Having watched the 1950s pass me by through the bars of a cot, it's all a bit hazy, but if you're into nostalgia or the history of "pop" music, or you just want to get an idea of what this era was about, this is a good place to start. It's not great on long-term appeal, but it should provide a few hours of cheap entertainment. **Z**

70

## SCORE

Handy for '50s music lovers or as a reference – but I doubt if it'll get you rockin' round the clock.

**Minimum Memory:** 4Mb  
**Minimum Processor:** 386 DX  
**Hard Disk Space Required:** 1Mb  
**Graphics Modes Supported:** VGA with 256 colour driver  
**Sound Cards Supported:** Any Windows compatible sound card  
**Controls Supported:** Mouse  
**Comments:** Single speed CD-ROM Needs Windows 3.1 with DOS 5.0 or later  
**Price:** £24.99 **Release Date:** Out now  
**Publisher:** Supervision/Waddingtons  
**Tel:** 071 702 9391





# HARDWARE REVIEWS

## Games Master Keyboard™

In the world of hardware design and technology, there are good ideas destined to make wads of dosh, weird ideas that could go either way and crap ideas destined for the dumper of eternal oblivion. For instance, what would your thoughts be on a games-dedicated custom keyboard which did away with the need for keyboard overlays – but at the same time didn't? Confused? Then let **Duncan MacDonald** explain.

SCORE  
40

**Product:** Games Master Keyboard  
**Manufacturer:** Katt  
**Distributor:** Europro  
(081 677 9234)  
**RRP:** £TBA  
(Around £100)



IMAGINE you were an inmate at a high security mental hospital and it was time for your annual review. First, you'd be frog-marched into the top doc's office and then he'd say something along the lines of "Okay, what I want you to do is simply to talk to me for a few minutes... and if I and the panel of eminent psychiatrists sitting behind that two way mirror over there feel you're making sense, we may decide that it's time for you to be discharged."

"Right," you might reply, "Listen good. I really reckon it's time you lot let me out, because not only have the voices stopped, but I've even got an excellent money making plan... meaning I won't end up being "not cared for" in the community. My idea is as follows. Computer games on the PC, especially simulation games, have become so complex that they generally require the user to memorise hundreds of different keyboard commands. Most people get around this by using their memory, while some use a cardboard keyboard overlay. But I've gone a step further. What I've spent the last year making is this. See? It's an actual keyboard, with a little ROM chip inside. You just plug it into the back of your machine as per usual. And rather than using "clicky keys" that have to be pressed down, my keyboard has a sort of membrane – a bit like the old Sinclair Spectrum. What I've also made are these. They're keyboard overlays that fit onto the membrane. Eventually I'll make zillions of different ones, but for now I've done ATAC, Falcon 3 and about 40 others. I've even done a QWERTY keyboard, so you don't have to continually replace your original keyboard in-between games. I'm going to sell my keyboards for about a 100 quid each, by the way. I'll be a millionaire in one week."

And the looney bin doctor's response? Probably something like this: "I'm pleased to inform you that you've failed your annual review with flying colours. You were nearer getting released at the last one, where you were wittering on about an international conspiracy of nuns set to take over the world." ☒



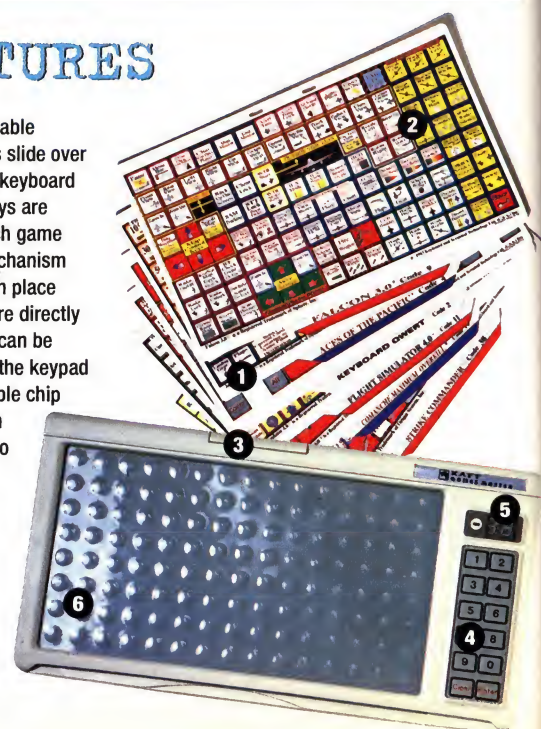
The ATAC overlay's annoyingly placed "collective up" and "collective down" buttons.

## Play ATAC, the Games Master Keyboard way

**A**TAC. What a lot of keys it's got. But with the Games Master Keyboard... er, it's got exactly the same number of keys and you, er, still have to sort of memorise where they are. One of the biggest problems with the keyboard was highlighted by the collective up and collective down buttons. As any helicopter pilot knows, these are absolutely essential. On a real PC keyboard they're easy to use and give you a feeling of "feedback", due to the raised nature of the keys. On the Games Master membrane keyboard, however, they're in a very annoying place and give you no "feedback" whatsoever. Not to mention that some of the "overlay cards" are fractionally too small and jiggle about a bit, meaning you can get a bad contact on the slightly raised membrane "modules" that act as keys. And for around £100, it really doesn't cut it.

## FEATURES

- ① Interchangeable laminated mats slide over the membrane keyboard
- ② Relevant keys are labelled for each game
- ③ Locking mechanism holds the mat in place
- ④ 41 games are directly supported and can be selected using the keypad
- ⑤ An upgradable chip underneath can be exchanged to add more game support
- ⑥ The LED display shows which program is currently in operation





The new biologically improved PC Action Replay card washes programs whiter.



## Action Replay 2.2

Want to become a real Hackmaster?

**Chris Anderson** did when he checked out Datel's latest Action Replay card.

**SCORE**  
**80**

**Product:**  
Action Replay

**Manufacturer:**  
Datel Electronics  
(0782 744707)

**Distributor:**  
Datel Electronics  
(0782 744707)

**RRP:** £69.99 and you can upgrade from any version to the latest one for £15



DATTEL ELECTRONICS has released a 2.2 version of its powerful do-it-yourself hack and cheat card, Action Replay. The card now has four cheat finder modes (as opposed to one in the original version) that scan the game in its frozen state and find the locations that control lives, ammunition, objects etc. The cheat generator then gives you a cheat code for the game and you can save the cheats to disk to be used again at a later date. A slow motion feature lets you slow games down if the going gets too rough and you can "freeze" games at any point. When you reload the game it resumes at the point it was frozen. This is particularly handy if you get to an infuriatingly difficult point in a game and you don't want to trudge through all the previous levels to get back to where you left off.

Other features new to this version are the View Graphics Register command, which displays the contents of the VGA register set (hackers will love this!), an updated virus scanner which recognises more viruses and an enhanced screen grabber which now works with many non-standard VGA modes. **Z**

## Aiwa TS-D20

Is your machine sounding a bit flat and tinny? Then **Alan Sircom** has found a solution that will blow your ears off...



**Product:**  
Aiwa TS-D20

**Manufacturer:**  
Aiwa  
(081 897 7000)

**Distributor:**  
Aiwa  
(081 897 7000)

**RRP:** £129.99



NO MATTER how good you think your on-board speaker system is, there's always room for improvement. But the high cost of a home studio set-up weighs against such a system for domestic use. This is where the Aiwa TS-D20 powered loudspeakers come in.

It's a three box system: the output socket of your sound card is connected, via a supplied cable, to a subwoofer/amplifier box which then drives the two small satellite speakers. The subwoofer can be adjusted to control the volume and bass output of the speaker system. It can also be used to amplify any line level hi-fi component, such as a personal cassette or a CD player. You could even use the Aiwa and a CD-ROM drive as a high-tech hi-fi system.

The mid-grey subwoofer is about half the size of a small monitor. It has a built-in bass speaker which, although hidden from view, provides some real bass sounds. With the fist-sized satellite speakers alone on show, the sheer intensity of the volume is surprising. Being an active system, it has more than enough power to drive the speakers, although it lacks the sort of power and delivery to fill a room with sound. As the satellites will generally flank a monitor never more than a metre from the listener's head, this isn't really a problem.

There are only two points that weigh against the Aiwa TS-D20. You have to use a sound card with a mini-jack output, although a pair of RCA phono sockets will also work with a converter cable. Also, its power-saving sleep mode switches in when lying inactive for a while. Mostly, the Aiwa's sleep mode will not interfere. But if there is a break in the hostilities, some early noises will not reach the satellite speakers, which can be annoying.

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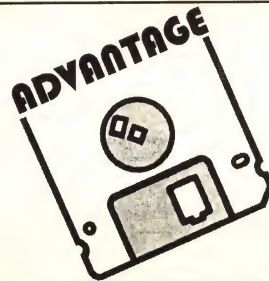
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## File Manager

I RATE *PC Zone* among my favourite monthly purchases (the "obligatory" opening comment). Can you help me out with a common problem for PC owners – boot disks and getting simulations to work properly (or at all)?

Last autumn I bought a 486SX 25MHZ with a SVGA monitor (17"), 1MB Diamond Stealth card and VESA local bus. I've increasingly experienced trouble getting games to run; the newer, the more difficult. And what's worse, none of the games' "help lines" seem to be able to help much; adopting a general "trial and error" approach. (I forgot to add: I've got a sound card and CH flight stick.) Problems to date are as follows:

*Megafortress* (flight sim): has "gone funny" once, but has been okay since re-installing.

*Red Baron* (World War I flight sim): a great game and not the newest, but it has crashed four times: twice with lots of stuff about dosshell error, and twice it just locked up. I have thus lost all my points and promotions and am losing interest in continuous replays. Requires 570KB base memory – and I've got 619KB available.

*MicroProse Golf*: several calls to MicroProse about this one and I've got a boot disk. It now plays okay (dare I say it?).

*B 17* (bomber flight sim): hopeless. Loads of instructions from MicroProse but still never got it to work properly. Half the controls not working so swapped it for another last week.

*TFX*: ran for a while with a boot disk I made up on advice from the game advice department. Then it went haywire. I have now deleted it as it's too slow on my 486sx.

*SVGA AV8B Harrier*: despite only requiring 2MB of base RAM I can't get any sounds except crash sounds. Often, the joystick and mouse won't work.

*Kingmaker*: locks up on the opening screen. No instructions with the game about memory requirements or boot disks.

*X-Wing*: no sound or only some sound!

I've got the 1914 – 1918 strategy game and *Links Golf*, but I haven't bothered to try them yet. The replies from help lines are even more worrying. They usually go as follows:

"Format a disk with the /s switch and use it as a boot disk" – meaning "never worked on the games I've got. Usually mouse and/or joystick dead."

"We'll forward you a letter about making up a boot disk and change you game disks" – meaning "To date I have made up three boot disks and none have worked!"

"Er, I don't know what's wrong/what to suggest" – meaning "no comment!"

"We'll make you a boot disk which we hope will work but if it doesn't there's nothing more we can do" – meaning "we're stuck, don't ring us again." (This from Domark about *SVGA AV8B Harrier*.)

"Every PC is different" – meaning "ours in the office work okay with this game but you've got a 'rogue' machine and we don't know what to do."

Anyway, enough of this. My computer is six months old, has only been used by myself and comes from a small and reputable company. It's therefore very unlikely to be a hardware (or pre-installed software) fault. The fault is with these games that require more base extended/expanded memory etc., etc.

Can you please give me a step-by-step guide to creating a boot disk as I've yet to be successful. The disk needs to be configured to run games.

I know how to start! Get a HD disk and type `format a:/s`. Then get back to a: and type `edit config.sys` and `edit autoexec.bat` and add in the necessary driver and instruction lines. Here's where I come unstuck. What should I try and put in each file? Which is likely to work and in what order? Is it best to have one boot disk to create more base memory and one to create more extended memory (i.e. expanded memory via EMM386) or is it best to have a disk which does both? Once the instructions are in the `config.sys` and `autoexec.bat` I know I need to "save" the instructions and reboot.

Finally, if – as I've already done – I copy a boot disk to another floppy using MS DOS's diskcopy command, does this in any way create an error on the original bootdisk? I have copied an EMM386 boot disk made up for me in this way and now the original won't work.

In the last fortnight I've spent around 20 to 30 hours trying to make a boot disk that works. I've deliberately not interfered with my `config.sys` and `autoexec.bat` on my hard disk (these are both safely 'attrib +r' 'd'), but I have tried to make boot disks from copies of my hard disk files.

Help me before I go bananas.

**M. W. Furneaux, Crofton Park, London**

Okay, we'll take it from where you've formatted a HD disk with the /s switch and you now have a system disk with the essential files on it – `COMMAND.COM` and `IO.SYS` and `MSDOS.SYS` (the last two are hidden files, so the

normal "dir" command won't show them). Now proceed with `edit a:autoexec.bat` and `edit a:config.sys`. What you put in the files depends on whether you want to give preference to extended or expanded memory.

Here are the files we have. They're not the best and they're not neat and everybody mucks around with them so no-one knows what half the lines are doing, but I've annotated all the important bits in the `config.sys` so that you can tailor your own system.

## AUTOEXEC.BAT

```
SET BLASTER=A220 D1 I5 T3
@ECHO OFF
SET SOUND=C:\SGPRO16
PATH C:\DOS
SET TEMP=C:\WINDOWS\TEMP
LOADHIGH /L:1,15904 KEYB
    UK,,C:\DOS\KEYBOARD.SYS
REM Go to various configuration files
go to %config%
:CD
LH \BIN\MSCDDEX.EXE /D:MSCD000
LOADHIGH MOUSE.COM
GO TO END
:EM
LH MOUSE.COM
:ECHO Configuring Expanded Memory
GOTO END
:XM
@ECHO OFF
LOADHIGH MOUSE.COM
ECHO Configuring Extended Memory
GOTO END
:Norm
@ECHO OFF
LOADHIGH MOUSE.COM
PATH C:\DOS;C:\WINDOWS
LOADHIGH C:\WINDOWS\SMARTDRV.EXE
PROMPT=$P$G
LOADHIGH C:\DOS\KEYB
    UK,,C:\DOS\KEYBOARD.SYS
LOADHIGH C:\DOS\SHARE
:Memphis
@ECHO OFF
PATH C:\DOS;C:\WINDOWS
LOADHIGH C:\MEMPHIS\MSCDDEX.EXE /D:MVCD001
    /M:10 /V
LOADHIGH MOUSE.COM
PROMPT=$p$g
:Clean
:END
CONFIG.SYS
REM: This is the config.sys menu system. Do not
    alter any of these files.
REM: If you need a different configuration write
    one or edit an existing one.
REM: Only is you first save the original and save the
    new under a different name.
REM
REM
    – These statements are just to stop people mucking
```



## Slave's Revolt

I am writing to you with a problem that a certain other mag could not solve, since it's been three months and no answer. Perhaps your technical brilliance could show me the light. I installed a second hard drive on D:. It was the same drive make as my C: drive – both Seagate IDE. It works fine until the temperature in my room drops. If it gets cold (but not freezing) I hear a whirring noise as I boot up and then get the message "D: drive failure press F1 key to continue". If I press F1, it boots fine but ignores the D: drive. Once the computer has warmed up, say 15 minutes later, it works fine if I turn it off and then on again. If I press reset or CTRL-ALT-DEL I get "HDD Controller card failure". What's going on? I have a KT Technology 486 DX2 50 with an Orchid CD-ROM linked by a sound card. The drives are C: Seagate 80Mb, D: Seagate 170Mb, E: CD-ROM. The D: is set to slave and C: to server.

**David Byrne Cannock, Staffordshire**

*What you have there is a dodgy connection. Open up the computer and check all the leads connecting the HD controller card with the drives. Check that they are all firmly plugged in. MB.*

for use as Upper Memory Blocks or EMS (Expanded Memory System) Windows. On some computers this switch will report misleading results or not work at all, or even hang the whole thing. Use with care!

**BUFFERS=10**

**FILES=10**

**FCBS=4,0**

– Not very necessary: "FCBS" specifies the number of file control blocks that MS DOS can have open at any one time. The default is four and most modern programs don't need the line at all. Free up conventional memory by reducing this figure to one or omitting the command altogether.

**DEVICEHIGH /L:2,12048 =C:\DOS\SETVER.EXE**

– Always load device drivers high. This handy program sets the MS DOS version. How useful!

**DEVICEHIGH /L:1,15792 =C:\DOS\DISPLAY.SYS  
CON=(EGA,,1)**

– Another driver: this one specifies the display adapter in use. "EGA" covers EGA and VGA adapters.

**[XM]**

**DEVICE=C:\DOS\EMM386.EXE noems**

– EMM386 again, the "noems" switch gives access to the Upper Memory Area, but denies it to expanded memory.

**BUFFERS=20,8**

**FILES=20**

**FCBS=4,0**

**DEVICEHIGH /L:2,12048 =C:\DOS\SETVER.EXE**

**DEVICEHIGH /L:1,15792 =C:\DOS\DISPLAY.SYS  
CON=(EGA,,1)**

**[Norm]**

**DEVICE=C:\DOS\ANSI.SYS**

– This wonderful program defines the graphic display, cursor control movements and supports escape sequences which control the screen and keyboard.

**DEVICEHIGH=C:\DOS\EMM386.EXE i=c800-caff  
i=d400-efff**

– Another EMM386 switch. This one specifies the range of segment addresses to be used for an EMS page or for RAM.

**FILES=25**

**BUFFERS=20,8**

**STACKS=0,0**

around with the file. They don't work.

**[menu]**

– A DOS 6 command, to announce the menu.

**menuitem=CD**, Setup the CD ROM

**menuitem=EM**, Give priority to Expanded Memory (EMS)

**menuitem=XM**, Give priority to Extended Memory (XMS)

**menuitem=Norm**, A standard memory configuration

**menuitem=Memphis**, Setup the Memphis System

**menuitem=Clean**, no drivers at all

**menudefault=Norm**

**numlock**

**menucolor=11[,0]**

– The menu itself.

**[common]**

– All 'config.sys' files use these items.

**DEVICE=C:\DOS\HIMEM.SYS**

– HIMEM.SYS is always installed before EMM386.EXE. It enables the use of extended memory and of the higher memory area (HMA).

**DOS=HIGH,UMB**

– The "HIGH" bit means that DOS is loaded in the Higher Memory Area and the "UMB" part means that it is being loaded into the Upper Memory Blocks. This frees conventional memory

**COUNTRY=044,,C:\DOS\COUNTRY.SYS**

– This specifies the country code for character sets and punctuation. "044" is the United Kingdom. The rest of the line specifies the path where the program is found.

**[CD]**

**DEVICE=C:\DOS\EMM386.EXE RAM**

– EMM386 enables the expanded memory simulator and gives access to the Upper Memory Area in 386 and above processors. The "RAM" switch gives access to both the Upper Memory Area and expanded memory.

**BUFFERS=20,8**

– This allocates memory for a number of disk buffers. 20 is the number of disk buffers and 8 is the number of buffers in the secondary buffer cache. The more buffers, the more space they take up in conventional memory.

**FILES=20**

– The number of files that DOS can access at one time.

– Again, the higher the number the greater the amount of conventional memory reserved. If FILES= is not specified, the default is 8.

**STACKS=0,0**

– This enables the use of data stacks to handle hardware interrupts. The first figure is the number of stacks and the second is the size (in bytes) of each.

**LASTDRIVE=D**

– LASTDRIVE is followed by a letter (A to Z) which gives the maximum number of drives you can access. DOS sets aside memory for "mapping" drives, so keep it as low as possible. The default is one more than you have.

**DEVICEHIGH=\DEV\FDCD.SYS /D:MSCD000 /N:1**

– This is our CD driver.

**[EM]**

**DEVICE=C:\DOS\EMM386.EXE 4096 RAM**

– The "4096 RAM" bit reserves 4Mb.

**REM HIGHSCAN I=B000-B7FF**

– Not used, but if it were put back, the 'HIGHSCAN' switch would force EMM386 to scan the Upper Memory Area

**[Memphis]**

**DEVICE=C:\DOS\EMM386.EXE NOEMS RAM**

**BUFFERS=20,8**

**FILES=20**

**stacks=0,0**

**lastdrive=D**

**devicehigh=c:\memphis\mvsound.sys d:3 q:7**

**s:1,220,1,5 m:0 j:1**

**devicehigh=c:\memphis\tslcds.sys /d:mvc001 /r**

– These last two drivers are for the Memphis Sound

System which we've had to give back (so it's just taking up valuable space).

**[Clean]**

**Files=15**

– The "minimalist" option.

– So there you are; the annotated start-up files. Good luck. MB.

## High Sierra

I RECENTLY purchased a Panasonic 562B internal CD-ROM, but I've run into some problems. Sometimes it works just fine, but most of the time the drive doesn't read the disk. This is what happens when I type "dir":

**CDR103: CD-ROM not High Sierra or ISO-9660 format reading drive E.**

Just what exactly does this mean? My sound card – Galaxy BX-II – works fine. Is it the CD-ROM drive itself or the interface card?

**Jeff Kwon, Billingham, Cleveland**

High Sierra and ISO-9660 are two standards for CD-ROMS. High Sierra is nothing to do with the games company: it's the name of the hotel where the committee were staying when they thought it up. ISO9660 is a standard thought up by the people who weren't invited to the High Sierra conference. There's very little between them, but all drives should read them – your Panasonic does. The problem must be the disk. It's either non-standard or else it's corrupt. Many CD-ROM drives need a few seconds to warm up and before they've done so, the "dir" command will produce read errors. MB.

## Major Simulations

I STARTED off in computing using a Sinclair Spectrum and a BBC computer and there used to be many games around where you could have a go at running the country. Two games in particular were called 1984 and GB Ltd. They were games where the object was to stay in power by setting various tax rates, interest rates, spending policies etc. By then winning a general election, you earn yourself another five years so that you could run the country with 10m unemployed, mortgage rates at 200 per cent and the price of a pint at £65.50.

My question is: do you know of any similar software for the PC? The closest I have seen is Sim City 2000 but that's not exactly what I was looking for and besides, it's American.

**Garry Geokdjan, Bracknell, Berkshire**

Well, you could have a look at Civilisation, Genesia or Settlers. If you don't mind space then you could try Utopia and the forthcoming Outpost. There is also a game called Floor 13, but it's more a secret-service, dirty-tricks simulator. MB. ☐



# TROUBLESHOOT

FEATURING  
THE  
HACKMASTERS™  
AND THE  
TRUEPLAYERS™

For dabblers and occasional buyers who may be confused by the terms HackMasters™ and TruePlayers™, a recap in order. Over the last year or so, a huge rift has appeared in game-playing style. On the left are the HackMasters™: cyber-space cadets, Internet surfers and retro-engineers, with lives dedicated to the quantifying of games to the word "easy" via hacks, cheats and cracks. On the right (the far right?) are the TruePlayers™: militant traditionalists. Hacks are anathema to them: notebooks and extended "trueplay" are their thing. Which one are you?



Phone: 071 917 7689

Ask for TruePlayer™ Tips  
from 2.00pm to 6.00pm  
on Wednesdays only.

No other magazine can offer this kind of free service. Complete solutions, maps, cheats, hacks and all sorts of gamesplaying tips for all the latest games will be on offer – from a real person, not an answerphone. Just ring and hear us sing.

## The HackMasters™



ANOTHER fine spread of hacks await you this month – the HackMaster™ disciples. Hacking, if you want to know, is getting a bit more tricky these days, due to the popularisation of the mythical DOS Extender (you may have encountered DOS4GW on games like *Indycar* and *Doom*). These programs – which, if you also want to know, allows 32-bit flat-bed protected mode and DOS interrupts to co-exist simultaneously – are the bane of most of the HackMasters™ compendium of utilities. We have, however, just got our leather-gloved hands on a new debugger which will make minced HEX out of DOS extended games. Check out next month's pages to find out the result.

| HEX | DECIMAL |
|-----|---------|
| 09H | 09      |
| 0AH | 10      |
| 0FH | 15      |
| 10H | 16      |
| 20H | 32      |
| 28H | 40      |
| 32H | 50      |
| 40H | 64      |
| 63H | 99      |
| 64H | 100     |
| C8H | 200     |
| FAH | 250     |
| FFH | 255     |

### Backup

Most, if not all, of the hacks on this page will require changing actual game files (mainly savegame files, peppered with the odd main .EXE FILE). It is, therefore, sensible to back up the file specified in the hack. To do this, simply enter the directory containing the file, say, for example, SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV
SAVEGAME.BAK
```

If you make a bad mistake and start crying and all, then restore files by typing:

```
COPY SAVEGAME.BAK
SAVEGAME.SAV
```

### HEXADECIMAL

Your PC counts in hexadecimal (base 16). We count in decimal (base 10). In the Hackmaster's experience you only need to learn a few elite hex numbers.

### What you need

There are three things every HackMaster™ groupie must have (well, at least one of them).

① **DEBUG** Free with DOS is a program called *Debug*. And very useful it is too, since it allows you to edit files of all descriptions and subtly change the data within them. It is the program we use most in the Hackmaster Zone™, and since it is probably one of the most user-unfriendly programs on this planet, a brief intro is necessary. Here's a step-by-step guide to a *Debug* hack:

To run it type **DEBUG** in the appropriate directory (i.e. the one given in the hack blurb). It should run automatically and produce a '>' prompt. If you get a "file not found" style error then your DOS path hasn't been set properly. Refer to the MS-DOS manual. Remember – don't ring us unless it's TruePlayer Tips day.

```
1 >NCHEAT.DAT <return>.
```

Now, once you have a ">" prompt you should type in the commands listed in the program, starting with the line above, the "N" command. This tells *Debug* which program is to be hacked. There should be no space between the "N" and the full filename.

```
2 >L <return>
```

This command loads the file you've just specified into the memory and also into the hands of the hacker.

```
3 >E 98A2 v <return>
```

This is the Edit function. Type it as it appears above, i.e. with a space between the "E" and the address (98A2) and the "v". The "v" stands for a value you'll enter yourself, ranging between 00H and FFH (0 to 255 decimal).

```
4 >E 5CB6 90 90 90 90
```

If the Edit command looks like this (i.e. a long list of numbers), press **return** after the address (the first four digit code) and *Debug* will repeat your command (see below). Then type in the values which follow (90, 90 etc.), pressing **space** between each one, except the last: just press **return**. So, the command should be enacted thus (with what you must type shown in red):

```
>E 5CB6 <RETURN>
21FB:5CB6 FE.90 <space> 0E.90 <space> D1.90
<space> 9D.90 <return>
>
```

```
5 >W <return>
```

This command writes the hacked file back onto the disk. A message saying "writing xxxxx bytes" will appear where xxxxx is the size of the file (it varies). Nothing has been changed on your hard disk until you type this command. So if you've made a mistake earlier just quit *Debug* and start the process again.

```
6 >Q <return>
```

This quits you back to DOS.

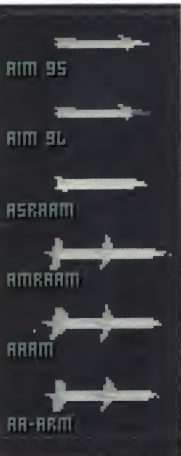
② **A DISK SECTOR EDITOR** Another useful bit of kit is a disk-sector editor, such as *Xtree Gold* or *PC Tools*. If you own one then you'll know how to use it, but it is important to note that the offset (or address) in a debug hack are for *Debug*, which automatically adds 256 bytes (or 100 hex) to the address. So, if you prefer to use your editor – and a separate disk-editor hack isn't included – then you just have to deduct 100 hex from the address. So if an address is 0141 on the page, then your address will be 0041. It's a simple case of deducting one from the second figure on the left. If in doubt, use *Debug*.

③ **UNP** This is a highly useful shareware utility by Ben Castrichum. You'll find *UNP* on this month's coverdisk. Many games these days have compressed .EXE files, which make debuggery and sector editing impossible. Enter *UNP* in a second, by typing:

```
UNP <filename>
```

You can expand the .EXE file to its proper size and hack it to bits. It causes no damage to your files (and besides, you will have backed them up anyway, right?). Full instructions are included with each hack.





### ULTIMA VIII: PAGAN (Origin/Electronic Arts)

As ever – as per usual with *Ultima* games – *Pagan* has a built-in cheat mode. This time around however, the *Ultima* chaps (and chapettes) have noticed the tidal wave-esque sergence of HackMaster™ sensibilities in the game-playing global village and rendered their Pagan cheat-mode “hidden”. For mere mortals, of course, this would mean game, set and match for their cheaty desires: for the HackMaster™ however, it is a minor annoyance, easily cured with a quick flick of debug.

So, to activate the *Pagan* cheat mode, simply enter the GAMEDAT sub directory of the main ULTIMA8 directory. Backup the file AVATAR.DAT and the debug with:

```
>NAVATAR.DAT
>L
>E 012A 01 01
>W
>Q
```

Enter the world of Pagan as per normal, but now take note of the F7 key. Pressing it will bring up the cheat screen. Aficionados of the *Ultima* cheats will recognise the system immediately. Novices may like to note the TOGGLES menu on the left. The two most interesting options are HackMover and Power Avatar. Flipping HackMover and returning to the game with F7 will allow you to pick up and place your character any where on screen (useful for entering locked rooms or landing on moving platforms), while Power Avatar activates the F3 key which permits you to pump up your strength, mana and other

useful stats. Experimentation is obviously the key here; every time you save a game and restart you'll have to rein act the debug script. The HackMasters™ whole-heartedly recommend that you backup your savegames before smooching with this cheat.

Alternatively, if subtlety is your thing, then try out this quick debug hack by Graham Stenson. Play the game as per, save your game in slot one, quit out, enter the SAVEGAME directory and backup the file U8SAVE.000. Debug and:

```
>NU8SAVE.000
>L
>E 05F8 78      Strength
>E 05F9 78      Dexterity
>E 05FA 78      Intelligence
>E 05FB F0      Hit Points
>E 0625 C8      Mana
>W
>Q
```

### RIGHTEOUS FIRE (Origin/Electronic Arts)

For a little helping hand with the Righteous Fire mission add-on for *Privateer*, why not experiment with Mervyn Lemon's lovely little hack. Start an entirely new game and immediately save your game as CHEAT. Quit out, and using XTree Gold or PC Tools on the file CHEAT.PRS:

```
FIND:      43 43 52 47 49
CHANGE TO: 43 43 52 47 49
           (00 00 00 08 0A 0A
           0A 0A 0A00 00 00)
```

```
FOR:      Huge amount of lolly.
```

Note: the numbers in brackets you add after the 43 43 52 47 49 bit.

### TFX (US Gold)

Those still engaging in campaigns over the polygon landscapes of Libya and Iraq, may like to be informed of a little “intelligence” that Oliver Ueberholz of Germany has gathered. Pressing SHIFT+D in flight, tops up your plane with full ammunition, rockets and aluminium strips.

### DUNGEON HACK (US Gold)

Ah, the joys, the ecstasy, the pleasure of hacking an RPG are beyond description. When the HackMasters™ are bored and faced with acres of spare time, they often return to RPG's they've hacked previously and hack them some more – just for the sheer fun of it. Oliver Ueberholz has joined us in this hedonistic pursuit with his hack for that rather dull RPG construction kit: Dungeon Hack.

Firstly, enter the game directory, and backup the file AESOP.EXE as AESOP.BAK. Continued use of this cheat may result in the death of this file, so ensure you back it up (if for some reason it gets corrupted, just copy AESOP.BAK over AESOP.EXE). Now type:

```
set aesop_diag=1
and run the game as normal by typing:
hack
Now, however, in game the following
keys will have the following effects:
a  destroys all nearby monsters
t  activate text mode
i  walk through doors and walls
x  enhance characters
o  create object
```

You need never be short of hardware in TFX again.



## THE BOTTOM LINE

**If you get into trouble or are a bit scared then ring us on TruePlayer Tips day (Wednesday 2pm-6pm) for free tips support.**

These hacks are copyright of Felden Productions 1993. If you try and pass them off as your own to another magazine, we'll get you, we will.

PC Zone and Dennis Publishing take no responsibility for alleged hardware or software damage caused by direct or indirect use of the HackMasters™ hacks and cracks. If the chances of damage were higher than 0.0000001% then we wouldn't be printing them. Make sure you follow the instructions and nothing can happen.





Revive your flagging fortunes in SSI's Ravenloft.

## RAVENLOFT (US Gold)

Arch mega-hacker, Johnathon Mell, has come up with this swift denouement for this month's column – a savegame hack for SSI's interesting RPG, *Ravenloft*. The method is simple. Play the game as normal and save a game at any point in the top slot. Quit out, enter the SAVE01 directory. Backup the file SAVE.DAT and then debug:

```
>NSAVE.DAT
>L
>E 0197 14 00 Max classes plyr 1
>E 03DF 14 00 Max classes plyr 2
>E 01A9 FF FF FF FF FF FF FF FF
FF FF Max stats plyr 1
>E 03F1 FF FF FF FF FF FF FF FF
FF FF Max stats plyr 2
>E 0193 FF 7F FF 7F
Max HPs plyr 1
>E 03DB FF 7F FF 7F
Max HPs plyr 2
>E 019D 00 09 3D 00
Max classes plyr 1
>E 03E5 00 09 3D 00
Max classes plur 2
>W
>Q
```

## SILVERBALL/EPIC PINBALL (Team 17/Epic Megagames)

A cheat which works for two games. The eponymous Oliver Ueberholz says: "Once you are in the game, simultaneously press ESC and J. Now you can steer the ball with the arrow keys." If you're silly enough to want to do this in a pinball game, go ahead.

## LITIL DIVIL (Gremlin Graphics)

The foreign HackMaster contingent have certainly invaded the pages of TroubleShooter this month. We've had Oliver from Germany, Mohammed from Egypt, and now we have Jan Morsing from Denmark and his *Litil Divil* infinite energy hackola.

The method is simple. Back up the file DIVIL.EXE as DIVIL.BAK (the backup) and then DIVIL.TMP (the temporary file). Type debug and then:

```
>NDIVIL.TMP
>L
>E AAB1 00 Infinite energy
>W
>Q
```

Copy DIVIL.TMP to DIVIL.EXE and that's it – Mutt's energy will never go down. Ever.

## XARGON (Epic Megagames)

Nepotistic it may be, but this infinite lives hack for our April cover disk is rather spiffola. Jan Morsing of Denmark receives a HackMaster Infanta accolade for this quick XTree Gold or PC Tools edit thing. Enter the game directory and backup the file XRFIL01.EXE. Then:

```
FIND: 29 06 A6 39
AT: 1B295
CHANGE TO: 90 90 90 90
```

## UFO: ENEMY UNKNOWN (MicroProse)

What a surprisingly smart and joyful gaming experience this game is, eh? Rubbish – what an incredibly easy and satisfying hacking experience more like. At least, for neophyte HackMaster™ Kevin Cheung of Glasgow. We'll keep the preamble to a minimum – this hack is big.

Okay, play your game as normal and save whenever you want. Quit out and enter the saved game directory. Backup the files SOLDIER.DAT and BASE.DAT.

This hack will equip you with loads of goodies (flying suits, hovortank/launchers etc.). Please note however that most of the items can only be used at a later point in the game (i.e. after a lot of research), but only alien weaponry (grenades, blaster launcher etc.) need to be researched before being used. If you want loads of moolah, just equip yourself with everything and then sell it. The value "v" can be any figure between 0 (for nothing) and FF (for 255).

```
>NBASE.DAT
>L
>E 015E v v=no of engineers
>E 015F v v=scientists
>E 016A v v=plasma beams
>E 017C v v=hovortank/launcher
>E 0196 v v=rocket launcher
>E 019A v v=large rocket
>E 01A2 v v=heavy lasers
>E 01B0 v v=psi amp
>E 01B2 v v=stun rod
>E 01D8 v v=elerium 115
>E 0202 v v=UFO navigation
>E 0210 v v=alien alloys
>E 0214 v v=flying suit
>E 021E v v=HWP Fusion bomb
>W
>Q
```

## HOW TO HACK

We, the HackMasters™, receive at least 30 letters a month that run along the lines of Mohammed Salah's of Egypt. It goes: "What are the programs you use to make the cracks, hacks and cheats to any games?"

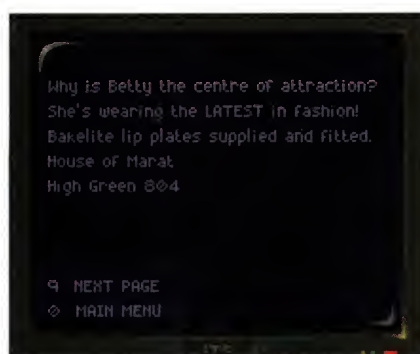
The HackMasters™ secrets are manifold and well-guarded, but in a rare moment of "open government" we have decided to answer Mohammed's question and divulge some of our innermost secrets. The two main programs we use are *SoftIce v 6.2* (Nu-Mega Technology £399), which is a professional debugging program and an awesome cracking tool. The second is *G3*: a shareware program written by Wong Wing Kin (you can find it on most BBS's or shareware compilation disks like *Hot Sound & Vision* from Unica). *G3* is the one you should go for if you're a novice. It is a stunning hacking tool which will actually hack games for you in a menu-driven environment. Hacking is an acquired skill, born from years of experience (some of the HackMasters™ go back to the heady days of the Spectrum), but either of these programs will start you off in the right direction.

## THANKS

Hearty handshakes from the HackMasters™ this month go to Gates Of The Underworld BBS (071-813-5003) which is as spiffy a place as any to grab hacks; and – as ever – the lovely Tottenham Court Road Computer Exchange (071-636-2666).



# The TruePlayers™



## BENEATH A STEEL SKY



A denizen of steely sky describes PC Zone's weedy competitors.

A fine adventure game this, with fine "adult" bits in it. But, as ever with games of this ilk, it has enough obscure, puzzly elements to daunt even the most truthful of TruePlayers™. Bar, that is, Christopher McMin, whose wonderfully complete solution will relieve hearts and minds the country over.

**SPOTTED!**

### HOBBINS, ALARM, JOEY, TRANSPORTER

Firstly, pick up the metal bar near the stairs and use it to open the fire exit. Go back and down the stairs, through the doorway on the right and try to use the lift.

Hobbins will enter and nip off to deactivate the alarm. Quickly head right and open the cupboard. Take the sandwich and the spanner before he returns. Go left again and use the transporter. It won't work so quiz Hobbins on its rubbishness. He'll tell you what's wrong with it, so use the circuit board with the junk at the front of the room to activate Joey. Ask old Joe boy to fix it and tell him what's wrong with it. He'll duly repair the damn thing and it will start to move. Wait until the lift goes "descend" and climb down the hole.

### SECURITY GUARD, SPANNER, STOREROOM

Wait for Joey and then ask him to unlock the door. When the security guard arrives, do what he says and wait patiently for him to be killed. Search his body, lifting the ID card and plastic glasses. Head through the door and then right. Aim for the door on the far right and talk to the woman. Talk to the supervisor when he arrives and then go right to use the spanner on the cogs in the machine. Grab the spanner and go left. Use the spanner with the robot shell and talk to Joey. Go right again and try to walk into the storeroom. The man will stop you when the alarm goes off. Talk to Joey and ask him to have a quick gander around the storeroom. When he exits, talk to him again and order him to disable the fuse box in the storeroom. When he exits again, go in yourself. Use the grating over the gap and pick up the WD40, the key and the putty from under the grating. Ask Joey to analyse the putty - it is plastic explosive.

### BODY SEARCH, BUTTONS, SWITCHES

Exit and the man will search you. He'll take the sandwich, the glasses, the key and the WD40 - but don't worry about it. Go back down the hallway and use the ID card on the Linc Terminal. Have a shuffy around the personal section and other areas, then exit and go left, left again and into the room at the far end. Use the spanner of the two jammed buttons, then tell Joey to push both buttons simultaneously. A pipe will burst and the old man will leave. Pick up the lightbulb and push the switch. Use the plastic explosive in the light socket and push the switch again. The control panel door will open. Push both switches inside. Leave the power station and ride the lift down using the card.

### TICKET, ANITA, JAMMER

Go left and into the apartments. Use the ID card in the left-hand slot and go inside. Move the pillow to find the magazine. Exit





(Top) Yet another unlucky soul caught playing Doom in office hours.  
(Middle) Official bastards collection No. 53 from a series of 100.



back to the hall and head right twice. Go to the travel agents and ask to buy a ticket. In the end, swap the magazine for a ticket. Leave the room and go back to the apartments. Talk to Gallagher and wait for Lamb to return. Give the ticket to Lamb and then follow him. Ask him for the tour he promised and follow him again. He will ask the man (Potts) why the conveyor belt has stopped and lose his temper. When he leaves, go right and talk to Anita. Give your card to her and she'll place a "jammer" on it. Go find a Linc terminal and select "4 Security Services". You should now be able to pass the retina scan. Choose "Special Operations" and then "File Adjustment" and enter no.'s 1 and 2. Lamb's linc status

will now be zero, he will not be able to get down the lift, and his account will be empty. Hah-hah. Exit and go to the lift.

### LAMB'S CAT, DOCTOR BURKE, ANCHOR

Wait for Lamb to arrive and ask him what his problem is. He will let you into his apartment to feed his cat. Once there, grab the video cassette and use it on his VCR. Don't forget to feed the cat before you leave. Go to Anchor Insurance and tell Joey to use his welder on the anchor. Anchor will, unfortunately, stop him, so exit and head for Burkes Bio Surgery. Chat to the hologram and then ask Joey to talk to it. Tell him to use his natural charm on her. When the door opens, enter and talk to Doctor Burke and ask for a Scibby Thingy. In the end, you have to give up by saying he will have to remove one of your testes. After a brief explanation and quick operation, talk to Doctor Burke. Next, go and see Anchor and ask for one of his special policies. Tell him Lamb sent you and he will tell you Lamb is "bollocks". Talk to him one more time and tell him Doctor Burke sent you. He'll nip into a back room, so take the opportunity to tell Joey to use his welder on the anchor. Pick it up and go to the lift.

### CABLE, SECURITY BUILDING, INTERFACE

Once up, examine the loose cable in the corner. Tell Joey to weld it and then nip down and pick it up. Go up and left to the outside of the power plant. Slip through the other door this time and down, back through the fire escape. Use the cable on the anchor and use the anchor with the sign on the next building. Once inside the security building, use your ID card on the slot near the interface. Use the interface.

### CYBERSPACE, SPECIAL OPERATIONS

Pick up the ball and go right. Open the bag and pick up all the objects that come out. Decompress the compressed data and then go right. Use the passwords on the circles on the floor. Pick up and put down the circles until you reach the exit on the far right. Pick up the book and bust and decrypt all three of the documents. Disconnect yourself from the interface and then use your card with the Linc terminal and choose Security Services. Choose Special Operations and option number two. Return to the Security Services menu and choose View Documents. Examine all three and then exit from the terminal. Use your card on the lift door and go through. You now have access to all lifts and rooms.



**DOG, MRS PIERMONT GARDENER**

Go back into the lift and go down, left and down the next lift. Joey will kill himself at this point, so grab the circuit board out of the junk and talk to the lady with the dog as she strolls past. Talk to the security guard guarding the cathedral and go left. Talk to the doorman and ask him about joining the club. Talk to Mrs Piermont and ask her to sponsor you. Go right twice until you reach a tall building with a large lift door. Talk to the gardener and then to the boy. Chat to the gardener about the plants and then push the button near the lift door. Tell Mrs Piermont who you are (Robert) and then go inside. Use the video cassette with the VCR and when the dog leaves the dog food, grab the dog biscuits. Go outside and wait for Mrs Piermont to come out again (you may have to go back inside a second time).

**DOG BISCUITS, ANTIA'S DEATH, CLUB**

Go into the lift and use the dog biscuits on the plank. Wait until the dog comes along and then pull the rope. When the dog moves onto the plank, let go of the rope and the dog will be catapulted into the water. Mrs Piermont will ask the guard over to help. Excellent. Go into the cathedral and go through the left door. Open all the lockers and find Antia's body. Go back and examine the dummies to realise they are androids. Go outside and go over to the club. You should have no problem getting in this time. Talk to everyone and go over to the metal plate on the wall near the band. Your fingerprints are wrong so exit and make your way back to the factory and Lamb. Talk to him about Antia's death. Return to the last place you saw her alive and open the middle locker. Pick up the radiation suit and wear it. Enter the Danger room, use the console and open the reactor door. Go inside and pick up Antia's ID card.

**BLINDING EYES, GARDENER, SUBWAY STATIONS**

Antia's card has been made D-Linc, so you can't use it on the lifts. Return to the security building and use her card in the interface slot. Blind the eye in the room and quickly go right. Blind the next eye and swiftly go through the exit. Run through the nearest exit (the one the crusader is not guarding) and grab the tuning fork before the eye wakes up. Go back and use the playback option with the well. Antia's holographic form will appear and tell you

about the subways under the city and about an agent from Hobart. Go back outside the factory and talk to the gardener. Ask him his name - it is Eduardo; Antia's contact. He will tell you about a virus which you need to find. Exit bottom left and examine the doors to the shed. Use your ID card with the lock, then go inside and pick up the secateurs. Look at the machine and the map to find out about the subway stations.

**HOBBIN'S TRIAL, CLUB, UNDERGROUND**

Leave and go to the court. The door will be open and will lead to Hobbin's court trial. You are the defendant (it doesn't matter what you say, he will always get the same sentence). Afterwards, go back to the club. The band have gone so you can now use the jukebox. Select the first song and wait for Colston to get up and turn it off. While he's gone, pick up his glass, and go to Doctor Burke's Bio Surgery. Give the glass to the Doctor and ask him to make your thumbprints the same as Colston's. Just go over to the machine and put your hands in. Go back to the club and push the metal plate again. Inside is a small, dirty room. Climb on the box to reach the vent and it will break. Use the crowbar and then the secateurs on the vent. Crawl through and you should end up underground. STOP! Don't go near the hole or you will meet a sticky end.

**HOLE, ANDROID**

Near the hole is a light socket. Use the lightbulb in the socket and then go right. Luckily, the creature in the hole is afraid of the light. Go through the door and use the crowbar on the crumbling wall. Pick up the brick and use the crowbar with ceiling in the vein. Use the brick with the crowbar and pick, then take the crowbar. The vein will start bleeding so wait until a medical droid comes through the door to fix it. Take this opportunity to nip through this door. Use the console within to reduce the heat. Quickly, as the pit cover closes, pull the metal bar attached to the vent. Exit and look through the grill. You can just see an android attending to some machinery. Go right and through the door. Pop Joey's circuit board inside the medical droid and then talk to it. Ask it about the android and learn that it is dangerous to enter due to the probability of having your head crushed in. Tell the droid to go and turn the tap to a tank full of bubbling liquid which is attached to the machinery. When

you hear the tap dripping, go through the door. The android will see you and then the leak. He will walk towards it and fall down the loose grating.

**RESTRICTED AREA, GALLAGHER, ANDROIDS**

Examine the machinery and go to the exit at the top right of the screen. Examine the equipment there and then leave through the door on the right. Use your ID card in the Linc terminal and choose "access to restricted area". Exit the terminal and leave the room. Gallagher will be there. He is an android. Oh dear - Joey will try to stop him killing you and get his face smashed in. Joey will shoot him but die in the process. Search the android's body and take the ID card. Go through the newly opened big doors and look at all the equipment. Pick up the tongs and put your hand in the tank. Use the tongs in the tank to grab the tissues. Go right and open the cabinet next to the middle android. Place Joey's circuit board inside and use the console. Download all the character data and start the android up. It will tell you not to activate all the other androids as they are programmed to terminate you.

**KEN, CRUSADER, VIRUS**

Name the android Ken and tell him to push both hand panels on either side of the door. Ken will get stuck, but you can't help him. Go through the door and jump down onto the pipes. Go right and use the cable on the pipe support. Go back to the room with the Linc terminal and use Gallagher's ID on the slot. Access and then head right. Blind eye and quickly exit. Use the Divine Wrath icon on the crusader and slip through his exit. Exit the interface and swap with Antia's card. Go back to the crusader location and use the oscillator on the crystal. Pick up the virus and exit the interface. Exit the room and enter the large door. Use Antia's card on the console to contaminate and crash the program with the virus.

**TONGS, FATHER, OVERMANN**

Use the tongs on the tank. Grab the tissue and freeze it in the huge tank at the front of the room. Go right, right, right, right and climb down the rungs. Drop the tissue into the mouth-like orifice and a door will appear on the left-hand wall. Use the cable to swing over to the door. Once inside, you'll find your father sitting in a chair. Talk to him and wait until Ken appears. Tell him to sit in the chair and Linc will take over. Overmann will explain everything. Talk to him until he dies. Watch the end sequence. Fini. ☒



"... learn that it is dangerous to enter due to the probability of having your head crushed in."





Our hero homes in on the biggest magic mushroom he's ever seen.

# ULTIMA VIII: PAGAN

**And into the feisty innards of *Pagan* we go, hand in hand, shoulder to shoulder with Aidan Reeves' rather shoddy and hot-potch solution. Those starting off from scratch with zzzzi may want to skip this walk-through until they've accustomed themselves to *Pagan's* dreary depths. Aficionados, however, will find important clues buried in this mass of disjointed prose. The TruePlayers™ take no responsibility for confusion or death caused by this scatty solution.**

## GENERAL STUFF

First things first – talk to the heroic fisherman, Devon, and then spend three to six hours scouting Tenebrae, getting your bearings and making your introductions. Glean as much info as possible while avoiding fights, confrontations, thievery and other anti-social behaviour. Help yourself to any weapons, money or artefacts you find (useful objects are usually buried beneath other objects like clothes and fish).

## MYTHRAN

You can find Mythran in the Plateau area by following the path north of Tenebrae into a cave. Jump across the water using the stones (save regularly for this sort of stuff) and watch out for zombies on the other side. The two big gates are opened by leaving each of the six levers in winch-moving position. Operate the seventh lever and the broken one will be fixed. Don't forget to buy a scroll from Mythran.

## NECROMANCER'S DAGGER

Mordea has the dagger tucked safely away. Aramina, her servant girl, has the key. You need to visit her at home in Eastern Tenebrae.

## ESSENTIAL ITEMS

The sticks are found in Western Tenebrae by a big tree near an abandoned house in the north-west corner. The executioner's hood is west and south of the archway which leads to the Necromancer's domain. Watch out – it's protected by changlings.

## NECROMANCERS

To find the Necromancers, look for a small room in the north-east without a roof, cobwebs on the doors and a ghoul inside. Enter the room and you'll fall through the floor and into the lower catacombs. After the necromancers, you re-enter the catacombs via a cave. Go immediately south until you find a door. This will lead you to the Mountain King.

## MOUNTAIN KING

Head south through the caves. Look for a set of large double-doors. Conjure a golem from the dirt to open them. Once inside, head north and east until you find some ruins and two levers. Pull both and then head back south until you can go west. You should now find some flickering red stepping-stones. Hop across these (very hard) and continue in this direction. Once you've solved the ForceFields puzzle, unlock the door and bear south-west. More jumping over stones is needed here to find a key on a skeleton. Head back and then northward, past the fireshrooms, until you reach a small lake. Cross the lake and take the second left into a small crevice. This will lead to a door which you're recently appropriated key will unlock. Run down the corridor, jump some more moving-platforms, and then head into a massive room with a corridor of ghouls and skeletons. Walk up this corridor and find the Mountain King at the top.

## LOTHIAN

After your rather noisy encounter with the Mountain King, head south. If you have the Recall Item from Mythran, visit the transporter, or else just step on the rune icon and you'll be teleported to the front of the hall. Head back to the Necromancers. Talk to the chief and then double click on Lothian to enter her. Talk to the Necromancer again and then re-enter the catacombs.

## OBELISK TIP

Find the room with the plaque which reads "Toward fate do you travel". Unlock it with the Key of the Scion. Head into the Shrine area. Look for the five levers and work out how to get the key from the chest. Open the door to the north with this key. In this maze you can find the "Skull of Quakes". Work your way through to a jump over a small chasm and then find the gravesite. Cast "Open Ground" here and fall through the hole.

Look for all the Rolling Spheres and the blue floor. You'll need to toss something (a skull) over the gate onto the raised platform to open the gate. Grab two keys in this area. Jump over the light-ray to save hit points. To solve the "Hanoi's Tower" puzzle, move all the stairs into the middle. Your first step will take away a stair and your second will place it. You cannot place a larger step on a space where there is a smaller one. Cast "Rock Flesh" to walk through the light-rays unharmed and then unlock the doors. By the broken bench under the Skeleton's body is a key. Go back to the Rolling Spheres by unlocking several



### PAGAN HELP

If you should need clarification on any points of the Pagan solution, ring Miles on the TruePlayer tips line (071-917-7689) on Wednesdays between 2pm and 6pm. He'll be happy - nay ecstatic - to help.

doors with this key. Get the Ceremonial shield and return to the place with the benches. Place the shield on the altar. The door to Khumash-Gor is opened with the scroll you get from Mythran's. To defeat him easily, cast a "Grant Peace" on the ghost which attacks you. Get the Obelisk Tip and leave the Catacombs.

### DEVON IN JAIL

If Devon is placed in Jail, you will need to use Mythran's scroll to open the wall where a small purple book lies enclosed.

### DOORWAYS

The doorways to the areas of Fire, Air, and Water are near the gateway you went through before finding the Double-Doorway to the Hall of the Mountain King and can be unlocked with the Key of the Caretaker.

### EARTH

You can get the Heart of Earth by transporting to the Hall of the Mountain King and heading out the doors to the south, then unlocking the door to the east and heading up the west-fork. Make your way behind the Conventicle and keep moving until you find a plaque with the words: "Conventicler", near a grave alongside a gate and a lever. Get the key from the corpse. Head back to the Conventicle. Unlock the doors with this key. Cast "Open Ground" near the Grave. Take the Heart of Earth.

### WATER

Find Hydros by walking to the south side of the lake and hopping across the broken land-bridge. Enter the cave entrance near the south-west side of the lake and then jump through the wall with a hole in it. Go through a few more walls, and eventually find a grave above a cliff and next to a small pond. Cast "Open Ground" to free the water. Go back and talk to Hydros then go back to Tenebrae and talk to Devon for the Key to the Tear of Seas. If he doesn't offer it to you yet, go on to the other elements and come back to him for this later.

### AIR

Find your way to town. Talk to Stellos, and then talk to the guy with a sword who Stellos tells you to see about joining their order. Pass the first test. Go west of the town to the point for the test of Centeredness. This test is a bit hard, but the trick is to be in the centre before each new gust of wind. Go back to the town and talk to Stellos who'll give you a key to the

mines. The mines are below the Monastery. Take the stairs down in the Kitchen. Look for eight pieces of silver. The building with no door can be opened with Mythran's Scroll, and contains The Protector sword. Return to Tenebrae, go to the Blacksmith in Western Tenebrae and have him make you 7 Foci. Then go back to Argentrock and place the foci on the altar. To pass the third test you need to return to the mine. Cast "Aerial Servant" on the wounded Torax in the west-end of the mine to bring him closer. Then cast "Healing Touch".

Talk to the Xavier again. To find his focus; cast "Hear Truth" and ask both he and Stellos about people. Finally, ask Holy Cyrrus where Torwin is. Go to Windy Point. To reach Stratos; hop from between the pillars at Windy Point. Hop your way up to her (save regularly if you need to). You can save some time for yourself by casting "Reveal" while she's visible and then cast "Aerial Servant" to get the Breath of Wind.

### FIRE

Find the point where Devon talks to you and cross the Lava-River here. Cast "Air Walk" and leap across. Jump the water and climb the cliff to "Daemon's Crag". Visit Bane and get her trust, then visit Vadion and get his trust. Give either one the other's TrueName. Learn to cast Fire Spells in the Library. You'll need reagents and a few candles. Make sure the reagents are close to the candles - they're supposed to be. Return to whomever you chose and take the casting-test. Then head west and cross the Land-Bridge and enter the Obsidian Fortress. Run away from the Demons. Talk to the third Demon you see. The bare minimum of spells you should now prepare are: Flash, Endure Heat, Extinguish, Banish Demon, and Armor of Flames. You can prepare others if you think they might be useful. Solve each of the 4 puzzles, and when you have all four symbols, return to the Talking Demon. Finish the Master's test, making sure to have a Banish Demon ready. After the scene with Pyros, return to the Obsidian fortress and kill the Master and take the Tongue of Flame from him.

### SOME MORE

Go back and visit Mythran and learn some spells from him. You will need the "Ethereal Travel" spell from him for 250 coins. When you cast Ethereal travel you'll need to defeat each element. Use each symbol on each respective Titan.

**Earth:** Use "Endure Heat" to get past the lava.

**Water:** Lots of hopping

**Fire:** Drop white balls on the glowing squares.

**Air:** Ignore the treasure, just keep hopping....

When you have beaten them all and have the four glowing objects, place them on the Pentacle in this order:

**Mesostel Pa** - Heart of Earth

**Perivolcan Pa** - Tear of Seas

**Perivolcan Ze** - Tongue of Flame

**Mesostel Ze** - Breath of Wind

**Aphelion** - Obelisk tip

Double-click on the Tip and then click on yourself. This should then open the Black Gate if you have them in the right order. Fini. ☑



"Scuse me mate - I just though you'd like to know that your house has no roof."

## WIN £50

Send, send, send is what we say. £50, £50, £50 is what we pay. Senders of printed complete spoils and the Hack Of The Month win £50. All other hacks and tips disciples receive a free game (please give five choices). Please allow 28 days after publication for receipt of prizes. Make solutions as brief as possible, and any hacks/cheat/cracks clearly explained and preferably in debug format. Send to David McCandless at:

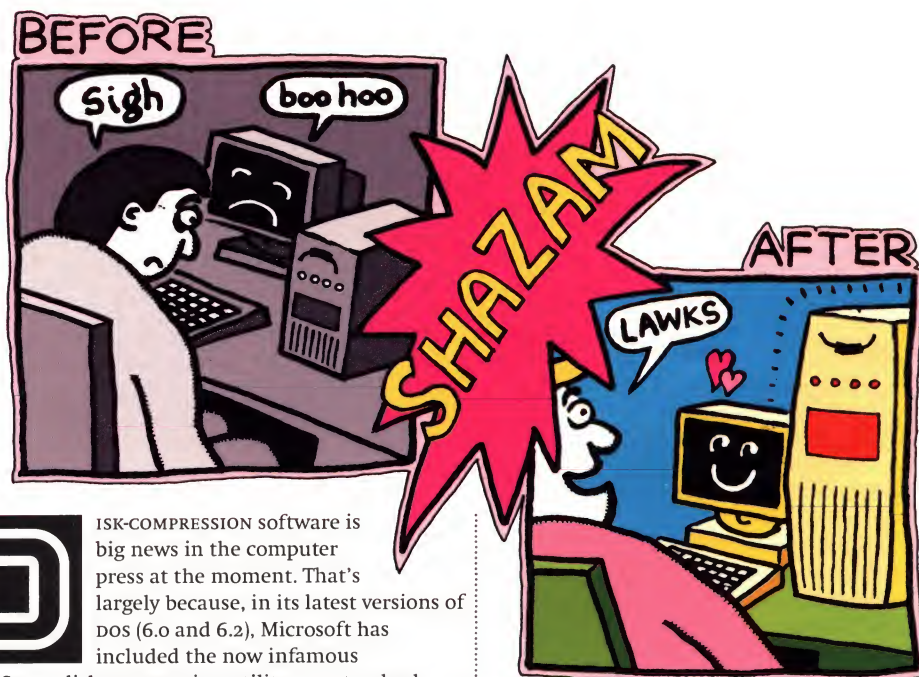
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# HELP FILE

Welcome to Help File; a new series which will be tackling some of the more technical aspects of playing games on your PC. As every PC owner is aware, it can often take as long to get your game working as it does to play it (at least, it always seems that way), but there are ways to counteract certain problems, and Help File is here to tell you how. This month, **Laurence Scottford** takes you through the pleasures and pitfalls of disk-compression software.



**D**ISK-COMPRESSION software is big news in the computer press at the moment. That's largely because, in its latest versions of DOS (6.0 and 6.2), Microsoft has included the now infamous

DoubleSpace disk-compression utility as a standard feature. There has been concern over whether or not such disk-compression software is safe and, perhaps understandably, a lot of confusion as to the relative merits and disadvantages of using it.

To illustrate how disk-compression works, we've used *Stacker 4.0*; a system which has been around, in one form or another, for some time and has gained an appreciable following.

## What is disk-compression software?

You have probably come across archiving software like PKZip at some stage while you've been using your PC. This software works by removing dead space from files and storing them in a more efficient format. Programs like PKZip, however, only work on the files that you have specifically instructed to compress and, when you want that data back again, you have to issue another command to decompress it.

A much more useful system would be to have a program that worked invisibly in the background, automatically compressing data when you're not using it and making it instantly available again when you are. That's exactly what a program like *Stacker 4.0* does. After a simple installation process, you don't have to do a thing except go on using your data as you did before and enjoying the extra disk space you've suddenly acquired. In *Stacker's* case, that might be more than double the amount.

have. Depending on which disk-compression program you use, this ratio will either be fixed or, in the case of *Stacker*, variable, according to changing disk conditions.

## Are disk-compression programs dangerous?

No, despite the horror stories you might have heard. Accidents will always happen, of course, but you have no greater chance of losing your data from a compressed drive than you do from a decompressed one. Nonetheless, you should always back up important data. *Stacker* has a handy toolkit display which, among other things, shows you how much of your data has been backed up. In the unlikely event that things do go horribly wrong, *Stacker* will intelligently recover as much data as it can.

## So what exactly happens to my hard drive when I compress it?

First *Stacker* will defragment your hard drive. This involves reading and rewriting the data on the disk so that it is in a logical, contiguous format. This done, *Stacker* will compress the portion of data on your hard drive that you specify. Once the compression is complete, you will notice that you appear to have two drives where previously you only had one. One drive is actually the original hard drive and this acts as a host for the compressed drive. The compressed drive is not a second physical hard drive, but simply a huge file which contains all the compressed data and changes size as you add and remove data.

You can now go on using your drive as you did, but you will now be able to install more games on it without having to take old ones off. You may occasionally come across a game that is documented as not working with compressed drives. In this case, you should simply install it to the decompressed portion of the host drive.

The only penalty you have to pay is losing a small amount of memory to the program that manages your compressed drive, but this needn't be a problem, especially if you use memory management software. And that's a subject we'll cover next month. **Z**

Stacker's Windows toolkit keeps you informed of your compressed drive's condition.



## How does Stacker decide how much extra space I get?

These programs achieve a variable degree of compression, depending on the type of files they are working on. But over the whole disk, they will usually arrive at a fairly consistent ratio, which enables the program to estimate how much space you effectively



# WIN! A FREE COPY OF STACKER!

You're now probably just dying to try out disk-compression software for yourself. Lucky for you then that *PC Zone* is giving away five copies of *Stacker 4.0 for Windows*, along with DOS: the latest disk-compression product from STAC Electronics, which breaks the 2:1 compression barrier, giving you as much as 250Mb storage capacity on a 100Mb drive.



**S**TACKER is now relied upon by millions of people worldwide and, with a long list of industry accolades, has become internationally recognised as the leading disk-compression product. It has also been licensed by some major players in the computer industry, including IBM, Novell and Compaq. With products for Windows, DOS, OS/2 and Macintosh, *Stacker* doubles the disk capacity of every computer you use. It's the only data-compression solution available for three platforms.

*Stacker 4.0 for Windows and DOS* is the first real-time data compression product to break the 2:1 compression-ratio barrier. Two years in development, *Stacker 4.0* uses Stac's patented *Stacker LZS* compression technology with new *Stacker Smartpack* to store your data more efficiently.

You get the most disk capacity possible – more than twice your original disk capacity, more than any previous version of *Stacker* and more than all the other real-time data-compression products.

*Stacker 4.0 for Windows and DOS* includes a host of new safety features for enhanced reliability, and a new *Stacker Toolbox* which allows you quick access to all *Stacker* tools under Windows. Users can now be alerted to changing disk conditions – such as fragmentation levels or available free space – by

audio and visual cues.

*Stacker* is also fully compatible with competitive disk-compression products and, when installed with data compressed by Microsoft Corp's DoubleSpace or IBM's SuperStor/DS, it will automatically convert the compressed data at setup time to the safer and tighter *Stacker* format.

Users of MS-DOS 6.0 or MS-DOS 6.2, PC-DOS 6.1 or Novell DOS 7 can now gain *Stacker* functionality by buying the Universal Upgrade for just £39.95, rather than having to purchase the complete stand-alone package.

## How to win yourself twice the disk space

To stand a chance of winning yourself a copy of *Stacker 4.0*, you just have to answer the three simple questions below and fill in the form on this page.

- Stacker 4.0 for Windows and DOS is:**
  - A popular snack food.
  - A utility that assists in balancing one external hard drive upon another.
  - A best-selling disk-compression utility for PCs and compatibles.
- Stacker 4.0 is noteworthy for breaking the:**
  - Sound barrier
  - 2:1 compression-ratio barrier
  - Great Barrier Reef
- Compression should only be attempted by:**
  - People with very small hard disks.
  - Highly-trained PC engineers.
  - Any PC user, if they make use of a sophisticated, but easy to use utilities like *Stacker 4.0 for Windows and DOS*. ☒



### RULES

- This competition is not open to employees of Dennis Publishing, STAC, or associated companies.
- The closing date for this competition is July 7 1994.
- The Editor's decision is final and no correspondence will be entered into.
- You may enter this competition by copying the coupon onto a postcard or sealed envelope, but please indicate clearly on your entry if you *do not* wish to receive details of further special offers or new products.



Games like *Ultima VIII* can take up a huge amount of hard-disk space. You could buy a new hard drive, but then again, it's cheaper and easier to use disk-compression software.



## STACK 'EM HIGH

(CPZ407B)

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### Answers:

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# processor

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**Should your games come shrink-wrapped? Can games last an eternity? Is there an alternative to copy protection?**

**These questions and more are posed and answered by PC Zone's readers.**

## **Speechless!**

ISN'T IT interesting how one company's perception of value for money can be so different to another's. Recently, I purchased a CD-ROM drive and, fancying a nice adventure game with a bit of blood in it, I bought Sierra's *Gabriel Knight, Sins Of The Fathers* CD for about £35. What can I say? Super Game!

Although it has a lovely style and pace, the icing on the cake is the superb speech! I love the fact that I don't have to burn my eyes out staring at the screen to spot that vital clue in the text. The speech adds an extra dimension to the game, in the same way graphics did to the traditional text adventure.

Having blown this month's salary on bits for the PC, I decided that I might as well make a start on next month's. I went into my local newsagents and purchased *Ultima VIII* for about £50. (I know - always buy mail order - I had no choice though, I was in "spend or die mode"! ) After looking through the documentation, I noticed that there was an additional speech pack available. Thinking back with pleasure to the *Gabriel Knight* CD, I purchased the item for an additional £20. Call me daft, but when I buy a speech pack I expect the program to talk to me. Can you imagine how annoyed I was when I installed the software and still saw a load of boring text on the screen? Further reading of the instructions showed that only a few characters in the game would now have the full vocal range.

Perhaps there are two ways of looking at my *Ultima* experience. Either Origin (EA) have become, or always were, a bunch of greedy swindlers; charging a fortune for something that should be a part of the original software. Or, they are genuinely concerned about the suffering of my hard disk and have gone out of their way to reduce the amount of nasty old data it holds. Well I've got news for them - I've got half a gigabyte of hard drives, uncompressed, throbbing and spinning almost uncontrollably. (*Steady on! Ed.*) They want filling! I need them filled! So how about the Origin people taking a leaf out of Sierra's book and giving us just a little value for money?

**Mark Glass, Fareham, Hampshire**

*Origin's games are noteworthy in two respects. Firstly,*

*they usually demand cutting-edge technology in order to perform to their maximum potential and, secondly, they require a pretty hefty chunk of hard-disk space. It is, perhaps, for this reason that Origin chooses to supply its speech packs as an option rather than automatically including them, although £20 does seem a lot of money for an add-on. I'd also have to agree with you that the wording on the back of the pack, which states that voices are provided for "all the major characters" is a little ambiguous. At the end of the day, the only way to make sure you are getting the product you expect is to ring the company before you buy and ask them to elaborate or send you some sales information. Ed.*

## **Viva la 286**

OKAY, I've sat on the sidelines long enough, it's time for me to get my oar into the "bigger, faster, more" debate. After reading Mike Hick's Letter of the Month in the May issue (*Running To Stand Still*, issue 14), I've just got one question for the software companies: why are you producing games like the following?

*Streetfighter 2* - digitised graphics, jerky gameplay.

*Alone in the Dark 2* - great movement, but slooooo!

*X-Wing* - looks great, but sluggish.

*Indycar Racing* - brilliant looks or swift action, but not both together.

*Strike Commander* - say no more!

For the record, I've got a 386 DX40 with 8 meg of RAM and a 130MB HD, so most stuff shouldn't be a problem, but it is! Also for the record, I've got an old, beat up Commodore 64, which I whip out any time I want a really good game. These include classic titles like *Impossible Mission*, *Myth*, *Thrust*, *Turrican I & II*, *Creatures*, *Pitstop II*, *International 3D Tennis* and, of course, *Barbarian*!

You see my point though, don't you? All these brilliant games - which I still go back to after years of ownership - were programmed to make the best use of 64K of memory because that's all that was available at the time. Now that the sky is the limit we get games that keep on expanding without actually improving on the basic product, i.e. gameplay. Is this a PC form of middle-age spread?

The solution? How about designing all games to run on bare minimum 286s with no sound cards or all-singing, all-dancing graphics cards - just bog-standard VGA. Development costs down, sales up, therefore the price should be around £15. In each box there is a postcard for all those with extra kit to order extra drivers (at a cost): sound, graphics and so on. This should be weighted so that the whole lot would cost the same as a full-price game does now: £40 to £45. This way, you only buy what you can use. Frankly, that's a lot better than paying £45 for a game which has everything but you can only use £20 worth of the stuff!

**Pete Watkins, Kirriemuir, Angus.**

Your point is a valid one which highlights a problem inherent in being a European game player. All but one of the games you mentioned are from an American developer and have been designed with the American market in mind. It's easy to forget that the cost of hardware is a third to half as costly in the US than it is in Europe. So game players in the States generally have significantly faster and more sophisticated hardware than European game players. Even so, some companies do seem to stretch the point by basing their development on the most up to date systems and processors like the Pentium. Having said that, your proposed solution does seem a little severe. A 33MHz 386DX would be a better base system. Also, your proposed system is essentially an invitation for developers to customise games for each customer. That's a little impractical, don't you think? It would also be confusing and expensive to administer, so it would more than likely lead to increased development costs. Ed.

## **From Here To Eternity..**

As a newcomer to the world of PC games, I'm currently spending a great deal of my spare time thumbing through your excellent mag to establish how best to spend my hard-earned dosh.

Unfortunately, like many folk nowadays, my job situation is far from secure, so in case it goes down the tubes completely, I'm trying to build up a selection of games to while away the rest of my pathetic existence.

With this in mind, I'm favouring either "infinite" games, e.g. *Civilization* or *Sim City*, or ones that, by any stretch of the imagination, are bloody big, e.g. *Frontier: Elite*.

I was interested to read Kerry Hoskin's letter (*The length's the thing*, issue 14), which seems to indicate that other readers are interested in lengthy games that you can play *ad nauseum*.

Being a newcomer to the scene, I'm not aware of what other games would fit the bill other than those I've just mentioned. I'm primarily interested in strategy games, of which *Merchant Prince* (reviewed in issue 14) looks a good example.

I wonder if you could throw half a dozen names in my direction of good games that are suitable for wasting large parts of your life on.

**Ian Llewellyn, South Yardley, Birmingham**

Many flight sims are potentially infinite in gameplay terms. Microsoft's *Flight Simulator 5.0* in particular, is widely supported, both commercially and via bulletin boards and shareware libraries. If you enjoy *Sim City* then you should also consider the rest of the programs in the *Sim* series, such as *Sim Earth*, *Sim Ant*, *Sim Farm* and, of course, *Sim City 2000*. If you like *Elite 2* then it's likely that you'll also want to try *Rules Of Engagement 2: a space combat simulation from Impressions*. Even if you exhaust the preset missions for this game, you can simply use the mission editor to create more missions. You might also be interested to know that a sequel to *Civilization* is currently in progress. We'll be publishing more details in a future issue of *PC Zone*. Ed.



**Planning Permission Denied**

WHY do they do it? Why do advertisers not tell the truth? I bought *Sim City 2000* from a mail order company a few days ago and was told by the company that it would run on VGA. I also read in another magazine that it could be run on EGA/VGA. On this advice, I bought the game. When I received it I found that it couldn't be run after all. I phoned Maxis to find out why and they told me that the company was lying. Are they allowed to do this?

I am then told that I cannot send the game back for a refund, but I had to exchange it for another game of the same price. I think this is unfair. I do, however, study Business Studies at school and am aware that I am entitled to get my money back.

Anyway, on to happier things... Can you give me some info on how to get into developing shareware games/utilities. I have access to a 386SX 25 with Windows 3.1 and DOS 6.2. I have access to Borland C++ for Windows, FTN-77 and possibly Turbo Pascal. I would like to try out shareware development as I like the possibilities, which will be open to me after college.

**J.A.Sawers, Bordon, Hampshire.**

Don't let the mail order company concerned con you. The goods you received were "not fit for the purpose for which they were sold" and under the Sale of Goods Act 1979 you are entitled to a full refund, provided the goods can be returned in a similar condition to that in which they were sold.

On the second matter; the best course for you to take is to assimilate as much technical information as you can from books and simply practice programming simple games and utilities until you have gained enough knowledge and confidence to tackle something more ambitious. Most game programmers are self-taught, and generally use C or 8086 assembly, although Visual BASIC is quite popular at the moment for Windows games. If you can afford a quick call to the US you can probably get more help and advice from the Association of Shareware Professionals. They are on 010 1 616 788 5131. **Ed.**

**That Old Chestnut**

I USED to log onto illegal BBSs when I was in California for a few years, so I'm no angel, but I've got my reasons.

Is it just me who cannot afford every game that comes out? Owning a CD-ROM drive, I really wish I had *Rebel Assault*, but it's at least £35. How about *Gabriel Knight*? Another £30. All the ads always print "Exclusive of VAT and P&P" in very tiny print for some reason.

Okay, at least *Rebel Assault* is a few hundred megabytes. But how can *Premier Manager 2* - which comes on one disk - cost £30. Forget all that "development fee" crap! Although it might make the publishers cry, a game shouldn't cost over £25 (£30 for CD-ROM) under any circumstances.

Haven't publishers realised that copy-protection is completely useless? Any good hacker can crack any copy-protection and the crack file is usually amazingly tiny. It's the people who pay £30 per game who suffer. When I play *Mortal Kombat*, I don't want to go through the entire manual looking for a

**LETTER OF THE MONTH****Sense and Shrink-wrap**

Last September, I went into W.H.Smith and saw *Indiana Jones And The Fate Of Atlantis*. I knew this was a reasonable game and I had a bit of money to spare, so I happily bought it in the knowledge that I'd spend the next ten hours vegetating in front of my PC.

Thankfully, I have a nice program which checks disks for viruses, and which requested that I should remove the *Indiana Jones* disk because of a viral infection. This freaked me out and I quickly rebooted and checked my hard disk for viruses. Fortunately, it had not been infected, but I managed to find out that the game disk was infected with a virus called FORM: a rather boring virus which is only mildly infectious and has no serious side effects.

Well, I took it back to the shop and told my sad tale. Unfortunately, talking to the cashier was like teaching Take That to sing. She had no idea what I was on about. I finally got my money back after much head scratching and I left the shop angrier, wiser and less well off (because of travelling expenses). However, unperturbed, I headed for my local Virgin Games Centre where I bought *Syndicate* (which has given me no end of joy).

My complaint is really with the handling of games. Unsurprisingly, W.H.Smith take all of the innards out of the boxes and file them carefully behind the counter to stop evil little gits nicking the stuff.

On the other hand, Virgin Games Centre keep all the innards in the boxes but use security strips - like those used in Libraries - to keep at bay the light-fingered members of society. I got talking to the assistant at Virgin, who at least knew what I was talking about, and he told me how they deal with computer games: if the original packaging doesn't come shrink-wrapped, they do it themselves.

I feel there should be some standard that the game shops should have to adhere to. Why aren't distributors checking for irresponsible shops? We could even do with an independent agency that awards seals of approval to shops.

**Chris Reeves, Eastleigh, Hampshire**

I've edited out the part of your letter Chris that speculates on the different ways that non-shrink-wrapped games can become infected with viruses in a shop environment. I think that most readers will probably come to the same conclusions as you did. Unfortunately, there is little chance of even voluntary regulations being put into force on this matter. The only thing that will make retailers change their policy is losing valuable custom. Therefore, the best approach you can take is to only buy software from the retailers that sell it in a way that meets your own standards. **Ed.**

stupid word, I wanna kill someone now!

So let's remove the stupid copy protection, and how about having a licence number instead? I'm not gonna say it's pirate proof, but it'll be better. Just give a licence number to every game sold and make people enter the licence number the first time they play it and forget about the copy protection.

**Jeff Kwon, Billingham, Cleveland**

Your letter raises a couple of points, which I'll deal with in order. Firstly, we've said it before and we'll probably say it a thousand times: there is no justification for software theft. I can just about understand someone stealing a loaf of bread when they are starving, but simply not being able to afford something isn't a good enough reason to steal. I'd really like a surround-sound, wide-screen home entertainment system but I can't afford one. They may even be overpriced. But none of these facts give me the right to break into a branch of Dixons and help myself! And please don't write back saying that piracy is not the same. However you look at it, it's theft. With regards to your point about copy protection however, we couldn't agree more. Unfortunately, there is no simple way to prove to software publishers that copy protection has a negligible effect on piracy. **Ed.**

**Oz-tastic**

HOORAY! Even in Oz, your magazine is a great success. Back in '93, my family and I migrated to Perth from Bath in Avon (you may know it). One of the things I missed most was, of course, PC Zone. Then, lo and behold, I noticed in my local newsagent a copy of... well, you guessed it. Why does each issue take so long to arrive in Australia though?

Addressing the sexism issue in games: even though exploiting women is bad, don't you think it works in both ways? I mean, take your average handsome, chest-bulging, muscle-bound, gun toting macho man in your average "blow everything up" game. Isn't that exploitation?

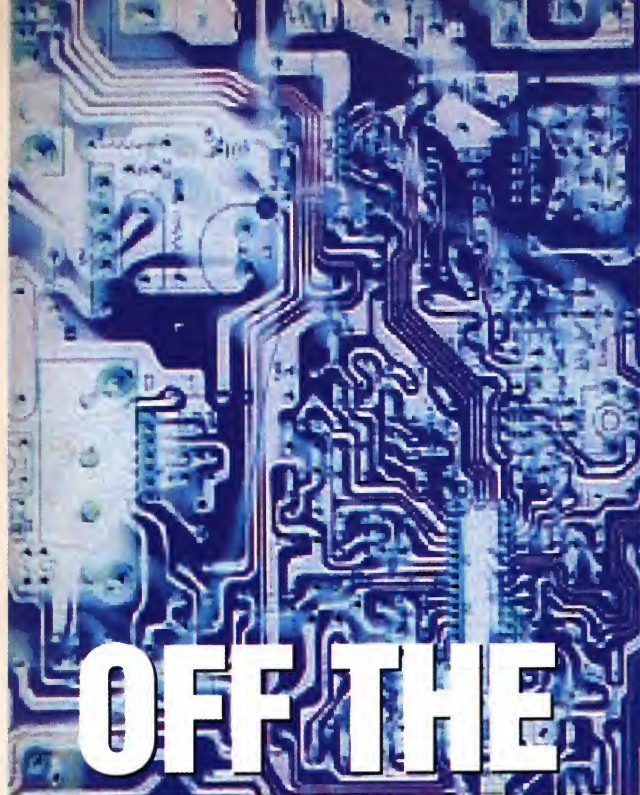
**Ben Horwood, Perth, Australia**

We're glad that you're still enjoying your favourite computer magazine Ben, even though you're a good deal further away than Bath. Unfortunately, imported magazines do take a long time to arrive in overseas territories. The only way to make sure you get your copy on time is to take out an international subscription.

Concerning your other point, you are right to point out that computer games are full of male stereotypes and that this is also a cause for concern. The difference is that the macho caricatures you are referring to are intended to appeal to male game players by pandering to their egos and fantasies. The female caricatures in computer games are also intended to appeal to male fantasies! So you see, the problem is indeed one-sided. **Ed.**

**NB We reserve the right to edit, alter and completely mess up your letters until they bare no relation to the original. Unfortunately we are unable to enter into individual correspondence. Usual bottom-covering disclaimers apply.**





# OFF THE BOARDS

Shareware once again shows the way with a brilliant shoot 'em up from Cygnus.



## Raptor

**A** PART FROM XENON II, every great shoot 'em up for the PC has been shareware (and please don't write in if you disagree). Cygnus produced the fast and furious *Galactix* a while ago and now they're back with *Raptor*.

You pilot some kind of ninja, fighter craft with six weapons to choose from. First you have to buy the weapons and you get money by destroying air and ground targets. Don't feel sorry for them because they all fire back. *Raptor* is a vertically scrolling shoot 'em up like *Galactix* but the standard of graphics is amazing. It looks like *Raiden* for the Atari Jaguar. Like *Zone 66*, *Raptor* gets its edge of speed by running in protected mode – and it runs very fast indeed. The sound is excellent too with a Phillip Glass-type soundtrack.

There are dozens of different types of enemy; fast jet fighters, mine-layers, patrol boats, missile batteries, tanks and vast, tough motherships at the end of each level. The shareware version has one sector with nine levels. Registration brings all three missions and five more weapons. I strongly suggest that you do register because the full version is stunning.

**Shareware from:** Scott Host for Cygnus. **Registration:** \$34.95 from Apogee.

## Imoids

**W**ORKMAN-LIKE *Asteroids* clone for Windows by Glen Parker. No sound and no flying saucers – there are better versions around. This one is freeware but if you send off \$15 you can get the Pascal source code.

**Shareware from:** Glen Parker

**Registration:** \$15

**Needs:** Windows and vbrun200.dll



(Left) Low level attack in the brilliant *Raptor*.



## WHAT IS PROTECTED MODE ANYWAY?

**W**HE 640K DOS barrier. We've all been there and games players bang their heads against it more than most. It's lasted from DOS 1.0. As time has gone on, new ways of getting round it have been developed. First you got to load data (but not programs) above 640K. Then you could load programs into high memory – including DOS itself. Protected mode involves a special way of programming which bypasses conventional memory – either on its own or by using a DOS extender.



## PacDoom

**J**UST WHEN you thought that *Doom* couldn't get any more frightening, along comes this offering from Bill Neisuis. Yes, through the Inter Dimensional gateway comes... PacMan! Typing PACIN saves all the original graphic and sound files and replaces them. The imps become the Pacmen – even the arcade sounds are authentic. Even better than the *Pacman* version of *Wolfenstein*. Freeware.

**Freeware from:** Bill Neisuis

**Needs:** *Doom*

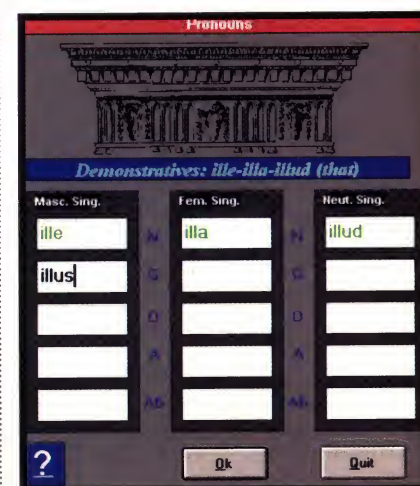


## Lingua Latina III.iv for Windows

**A**RE YOUR declensions a little on the rusty side? ("I admit they're certainly nowhere near as good as they used to be – I can still find first and second but fourth... it's a bugger.") Well, have no fear for *Latin* is here. This is a rather nice bit of freeware from Robert Hasenfratz of the English Department of the University of Connecticut. It's been written in Visual Basic and tests you on all five declensions, the four conjugations (plus *Esse* and *Vele*), the five pronouns and 21 tenses and moods.

**Freeware from:** Robert Hasenfratz

**Needs:** Windows and vbrun200.dll





## WHAT IS PUBLIC DOMAIN AND SHAREWARE?

### PUBLIC DOMAIN



This is software that's free. You can copy and distribute it as you like. The only conditions are: that you do not pass the work off as your own, do not incorporate it in another program without due credit and, of course, that you do not charge money for something you have got for nothing.

### SHAREWARE



This is software that asks for a registration fee, either after a specific time or "if found useful". The fee varies enormously and you are morally obliged to pay it or stop using the program, although it is true that many programs ask you to send \$5.00 to an address in Wichita. A leading shareware author recently estimated that about 90 per cent of users don't register. Registration brings the latest version of the program, a place on the mailing list for updates and, often, a properly-printed manual – not to mention a warm glow of moral satisfaction.

### OTHERS



**Bannerware/Adware.** This is a program where the author does not ask for any payment but reserves copyright. Basically, it means that you have a free license to use and copy the game.

### DEMONSTRATIONS



Many commercial software houses will release a playable demo of their latest games so that you have some idea of what to expect for your £50. Not often found in libraries, they tend to live on the cover of magazines or on bulletin boards.

## WHAT DO YOU GET?



The disk should contain a file called READ.ME or README.1ST. Read it by typing TYPE README.1ST [pipe] MORE. There will also be some sort of batch (.BAT) file. Typing in the name of it should load the program. Most programs will come in archived form. This is because the library is trying to fit as much information as possible on a 760K disk. The files will have extensions like .ARC, .ARJ, .LHA, .PAK, .ZIP or occasionally, .ZOO, but the disk will come with a program that will decompress the files, together with instructions on how to use it.

# DR WHO

How are you feeling? A bit peaky? Let Mark Burgess check out your blood pressure and IRQs.

**All-Vegetarian Diet Deficiency**

SYMPTOMS may include the sensation of numbness, inflammation of the tongue and anemia.

CAUSES are from a deficiency of vitamin B12.

TREATMENT. Supplementary doses of vitamin B12.

Use ↑ Pg/Up, Pg/Dn, Home/End to scroll illness window. <Enter> returns to Menu

|  |   |
|--|---|
| <p>Displaying</p> <p>Selected</p> <p>Illness</p> | <p>Doctor on Disk</p> <p>"The Computerized Medical Book"</p> <p>Copyright (C) 1992 - Emerald Coast Software</p> <p>All Rights Reserved</p> <p>Always consult your physician for any illness</p> |
|--|---|

### Doctor On Disk

**A** DEPRESSING PROGRAM that lists 615 symptoms and 695 illnesses. Either scan through the list of ailments or enter your symptoms. You have to choose at least two (so no chance to simply enter "right leg missing"). Fortunately, some of them are vague enough to cover how everybody feels all the time ("anxiety", "agitation"). The diseases range from "Brain dysfunction, minimal" through the common cold to real killers like Dengue and Plague. For the latter, antibiotics are effective for 90 per cent of the time. Some of the symptoms are bewildering. What is 'buddock pain' for instance? And 'concentration [sic] difficulty' has clearly affected the typist. I fed in what I thought of as classic symptoms for pregnancy ('swollen ankles' and 'increased appetite') the program couldn't find a match.

Nevertheless, the program is as fascinating as any medical textbook. Browse to your heart's content – but do remember to consult your doctor if you really do have a spleen the size of a bathmat.

**Shareware from:** Emerald Coast software.  
**Registration:** \$19 and the program runs on any PC.

### Body Insight

**T** HIS IS A DEMO of a commercial program and is available for DOS or Windows. It's a fascinating tour through the human body: its skeletal, lymphatic, vascular and urino genital

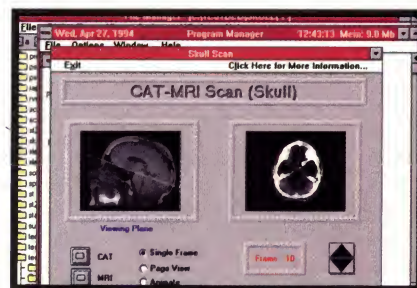
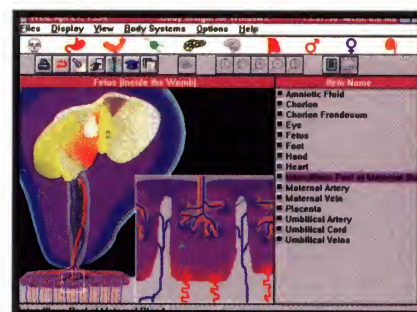
systems. You can switch easily between systems and there are some quizzes to make sure you know your Coccyx from your Capitulum.

**Demo from:** Informative Graphics Corporation

### Skull Scan

**S** KULL SCAN takes you on a journey through the human skull. It is a simulation of Computerised Axial Tomography (CAT) and Magnetic Resonance Imaging (MRI) scans. CAT builds up a cross-sectional image from a series of X-Rays. MRI uses a strong magnetic field to align all the body's hydrogen atoms. Once there are all in parallel, a strong burst of radio waves is used to knock them out of alignment. As they settle back in position the atoms give off weak radio signals. A computer builds up the cross-sections from these emissions.

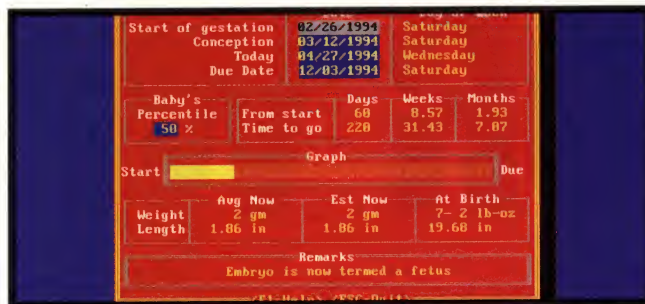
*Skull Scan* isn't in any way diagnostic, but it's a fascinating look inside your head. **Requires:** VBRUN200.DLL in your WINDOWS\SYSTEM directory. Rolf Mathison.



(Top) Doctor on Disk.  
(Middle) Body Insight.  
(Below) Skull Scan.



(Right) Baby Calculator.  
(Below) Blood Pressure  
for Windows.  
(Middle) Ear Test.



## Baby Calculator

**T**HIS IS A NEAT program where you just enter the details and it will predict the weight of your baby and its arrival date. There is also jolly advice along the way


**Freeware:** from D. Budzitowski.

## Blood Pressure for Windows

**T**HIS PROGRAM requires an odd bit of hardware – a sphygmomanometer, or device for measuring blood pressure. Simply enter in the data and be rewarded by a handy graph of Systolic, Diastolic and pulse.


**Freeware:** from Richard S Cohen.

## Ear Test

 AR TEST generates 120 tones (from 500 – 20,000 Hz) through your PC speaker and checks if you can hear them. We've either got a dodgy PC speaker or I'm deaf. The readme file points out that you'd have to have the "brain capacity of ground beef" to believe that the program is 100 per cent accurate or a substitute for a proper medical check. Still it's free, which puts it ahead of the NHS.


**Freeware:** from Nathan Chaffee.

## Aerobicalc

EROBICALC is a sort of running, walking, swimming and cycling program. It calculates the amount of calories you will burn for a set of activities and gives the aerobic points.

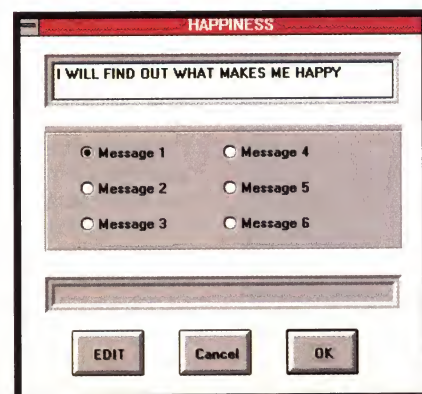
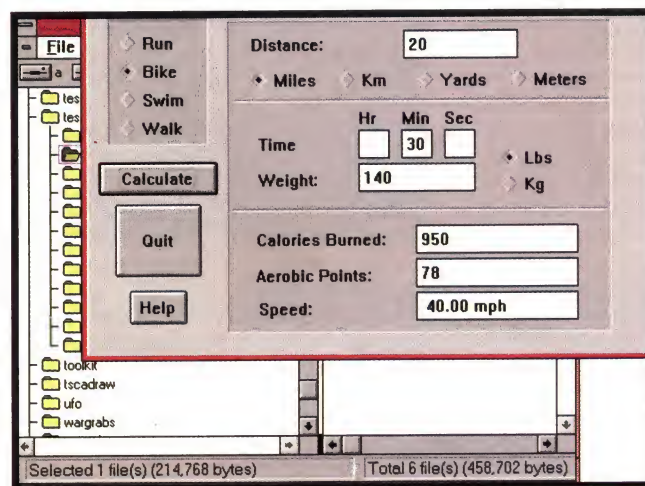
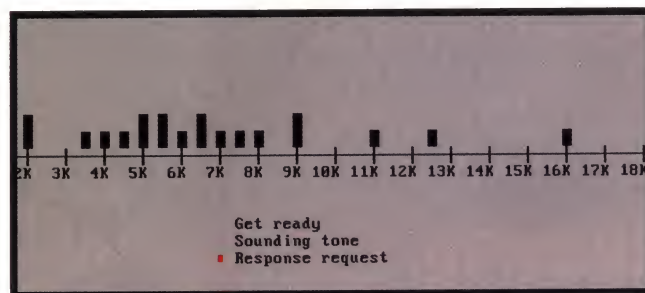
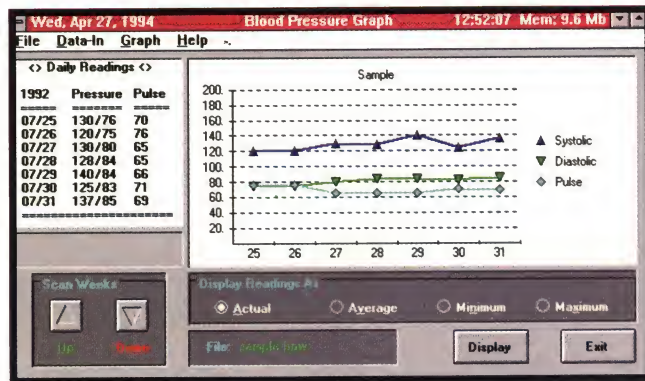
**Freeware:** from Bruce Powel Douglas PhD  
**Needs:** Windows and vbrun200.dll

## Subliminal Help for Windows

 STRANGE PROGRAM that flashes subliminal messages on your screen. These are messages which are too brief to register consciously but which are received by the subconscious. A bit like the Ipcress File. The messages range from "I will quit smoking" to "I will find out what makes me happy" and "I will make a list of my dreams". Suggested uses include putting it on a network and motivating your employees (by brain washing them, presumably), "stop your wife from nagging" or "help control kid behaviour". The readme file mentions that some of this might be illegal. It doesn't mention that it is morally repugnant. But that's America, I guess.

**Shareware from:** Clickware; registration is \$20 (there may be a subliminal message about that too – but it didn't work for me).

**Needs:** Windows, 386 or better and VBRUN200.DLL in your system directory.



(Above) Aerobicalc.  
(Below) Subliminal Help  
for Windows.

# COMP

**Your body isn't that important. What goes on inside your computer is, however, vital. Here are a selection of shareware progs that give your kit the once over.**

**T**HERE IS A broad division between DOS and Windows diagnostic programs. The DOS ones deal with motherboards, memory and other low level hardware tests. They will often require you to disable all TSRs and memory managers. Windows diagnostic programs are more application specific. That is, they gauge how effectively your system would run typical Windows programs. Most American computer magazines release their benchmark programs as shareware.


## Byte

**T**HE AUGUST magazine that doubles as a doorstop or murder weapon. The tests cover sorts, matrices and string moves (at 105 iterations a second) together with co-processor, display, file I/O and hard disk seek. A good collection of diagnostics that belie its age (1988) and comes complete with source code in C. **Freeware.**

## HighTest Lite


**A**N IMPRESSIVE program that conducts a thorough soak test of the processor with a 16-bit real mode and 32-bit protected mode MIPS tests. **Shareware** from Intelligent Devices Corp. **Registration:** \$20.

## Bar Graphs

 N ELEGANT program from David Smith that gives a graphical breakdown of all the files on your disk or in a directory. The program will work on any compatible and drive CGA/EGA/VGA monochrome and IBM 8514 displays.

**Public Domain.**

## PC-SYS

 C-SYS GIVES a run down of system parameters including memory, CPU, printers and important files. **Shareware** from Intelligent Devices Corp. **Registration:** \$20

## SysChk

**T**HIS PROGRAM has been around for a while but performs a thorough test on just about everything.

**Registration: \$20 APS**



# UTER DIAGNOSTICS

## SysChk

Wednesday, April 27, 1994

- 0) Summary
- 1) Processor
- 2) BIOS
- 3) Input/Output
- 4) Disk Drives
- 5) Network
- 6) Video
- 7) Memory
- 8) Resident Map
- 9) Speed
- I) IRQ List
- C) CMOS
- P) Print
- E) Exit

### Speed Information

Counter: 46

0 16 32 48 64 80 96 112 128 144 160 176

Throughput Speed: 92.07 MHz

CPU Speed: 33 MHz

Video Speed: 5166 char/sec

Hard Disk 1 Speed: 14.11 ms Average Seek

SysChk Rating: 67.5 SysChks

F1 Help

Display Throughput Speed

## PC-SYS

Files

Quit

|                        |                            |                  |         |
|------------------------|----------------------------|------------------|---------|
| ROM Date               | 06/06/92                   |                  |         |
| LIM Version            | 4.0                        | Conventioanl RAM | 640K    |
| Number of Pages        | 212                        | Extended RAM     | 3872K   |
| Number of Free Pages   | 176                        | Expanded RAM     | 3392K   |
| DOS Version            | 6.0                        |                  |         |
| Drive A                | : 80 Track 1.44 MB 3½ disk |                  |         |
| Drive B                | : 80 Track 1.2 MB 5¼ disk  |                  |         |
| Total Disk Storage     | : 212,213,760 Byte         | 207,240 K        | 202 Meg |
| Used Storage Space     | : 194,498,560 Byte         | 189,940 K        | 185 Meg |
| Available Disk Storage | : 17,715,200 Byte          | 17,300 K         | 16 Meg  |
| Clusters               | : 512                      |                  |         |
| Sectors per Cluster    | : 8                        |                  |         |
| Total Clusters         | : 4096                     |                  |         |
| Logged Drive           | : C:                       |                  |         |
| Current Directory Path | : \TESTBED\PCSYS           |                  |         |
| Logged Disk Drive Type | : Fixed Drive              |                  |         |

PC-SYS Version 5.0 04-29-1994 08:58:32 Copyright 1989-1992, C.A.P.E.

## HighTest Lite

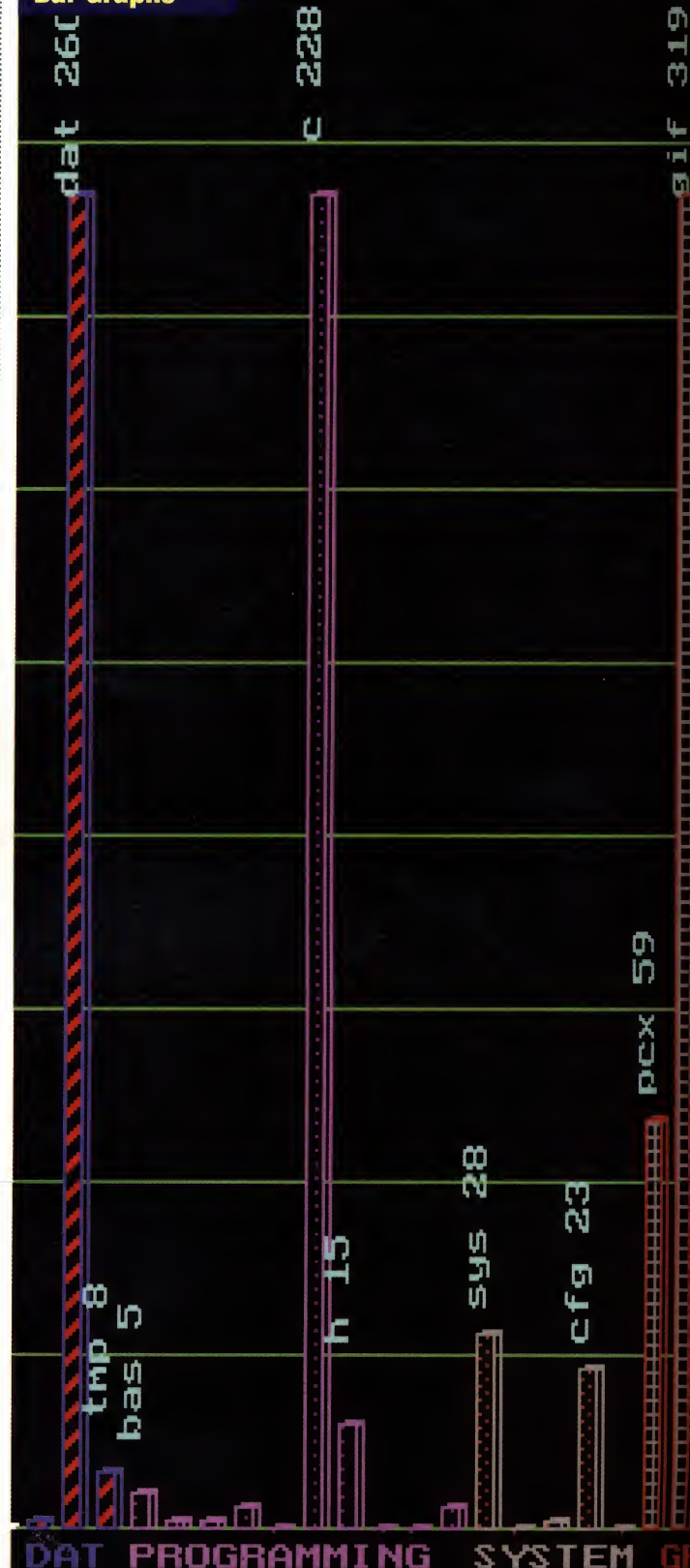
### HighTest Lite (tm)

| Systems            | MIPS*16 | MIPS*32 |
|--------------------|---------|---------|
| This System        | 15.9    | 28.3    |
| 25Mhz 80386 System | 6.0     | 8.5     |

CPU = 1486; MIPS\*16 is a 16-bit real mode MIPS test; MIPS\*32 is a 32-bit protected mode MIPS test.

F1 F2 F3 Esc  
Help Analysis Ordering Exit

## Bar Graphs



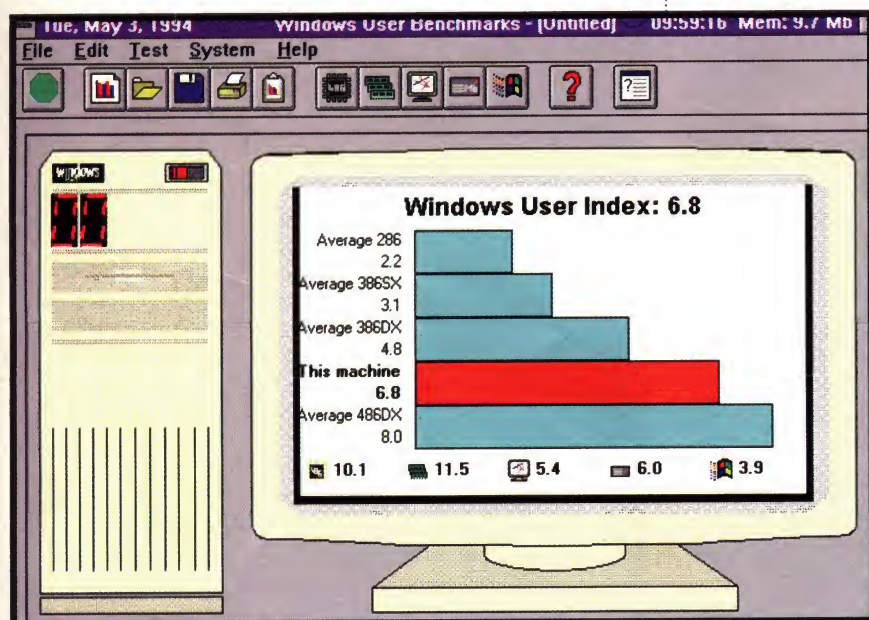


Do you believe that a computer is a living thing?  
Tell me why you think so.  
I beg your pardon?  
it loves me  
I suppose that is as good a reason as any.  
Do you believe a tree is alive?  
Press Y or N

## DHRYSTONE for Windows

A very thorough benchmark program that will test CPU, memory and BIOS. There is a version that runs in protected mode for 386/486 processors as well as a DOS version. Registration: \$75.

(Above Left)  
DHRYSTONE for  
Windows.  
(Above Right) WinTach.



## Windows User Benchmarks

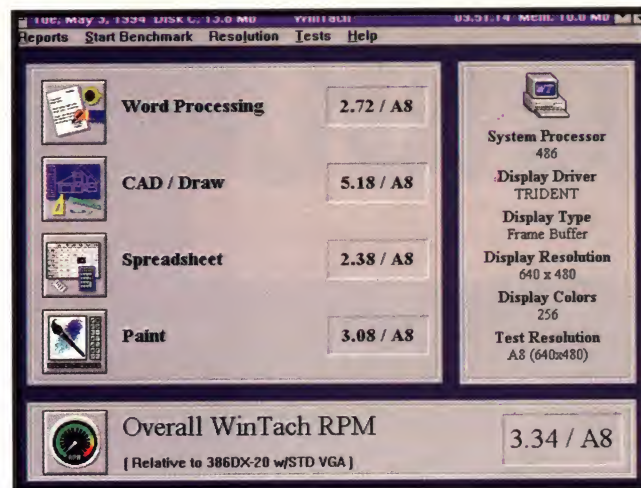
Probably the most thorough Windows specific program. It checks the processor, memory, video, disk and Windows performance before giving your system an overall index. Freeware.

## Windsock

Windsock also tests API calls. It includes Intel's iCOMP performance index and tests for local video bus. It gives an "overall" mark and rates your system for effectiveness for Word Processing, Spreadsheets and CAD/Drawing programs. Freeware.

| Detailed GDI Analysis |         |       |
|-----------------------|---------|-------|
| GDI Operation         | Ops/Sec | Index |
| BitBlt                | 36      | 58    |
| Ellipse               | 61      | 107   |
| Polygon               | 58      | 96    |
| LineTo                | 2,800   | 172   |
| ExtTextOut            | 555     | 51    |
| Rectangle             | 201     | 40    |
| InvalidateRect        | 1,130   | 172   |
| MoveTo                | 186,000 | 181   |
| Overall               | 139     |       |
| Word Proc.            | 134     |       |
| Spreadsheet           | 147     |       |
| CAD/Draw              | 153     |       |
| Paint                 | 132     |       |

(Above) Windows User  
Benchmarks.  
(Below) Windsock.



## Winspeed

Not as fully-featured as the others, but gives a handy overall benchmark for CPU, Video and Disk. Freeware.

## WinTach

A good, easy to use program that tests all the important Windows calls and gives an overall figure together with performance for Word Processing, Spreadsheet, CAD and Paint. Freeware: from Texas Instruments.

## Computer Shopper

The American edition of this mag makes the UK one look positively slim. The program does a thorough test for true IBM compatibility and reports on all BIOS calls. Freeware.

## Infoplus

It generates 18 pages of reports covering ROM, RAM, CPU identification, full memory block listing, drive, CMOS and DOS information, and a rundown on all TSRs and drivers. Freeware.

## Here are the results of running the Windows programs on a selection of processors:

| PROCESSOR                    | 486 DX2-50 | SX2-50 | SX-25 |
|------------------------------|------------|--------|-------|
| <b>WINDSOCK</b>              |            |        |       |
| Overall                      | 337        | 341    | 214   |
| Word Processing              | 322        | 317    | 208   |
| Spreadsheet                  | 357        | 351    | 225   |
| CAD/Draw                     | 365        | 336    | 209   |
| <b>WINDSPEED</b>             |            |        |       |
| CPU                          | 502        | 502    | 253   |
| Video                        | 248        | 253    | 181   |
| Disk                         | 205        | 179    | 132   |
| <b>WINTACH</b>               |            |        |       |
| Overall                      | 18.12      | 17.64  | 13.44 |
| Word Processing              | 12.00      | 11.81  | 8.31  |
| Spreadsheet                  | 16.78      | 16.68  | 14.25 |
| CAD                          | 24.65      | 23.18  | 17.46 |
| Paint                        | 19.06      | 17.64  | 13.44 |
| <b>WINDOWS USER MAGAZINE</b> |            |        |       |
| Index                        | 14.1       | 13.6   | 10    |
| Processor                    | 16.9       | 16.1   | 9.3   |
| Memory                       | 11.2       | 11.3   | 10.1  |
| Video                        | 23.1       | 20.8   | 14.1  |
| Disk                         | 10.5       | 11.1   | 8.7   |
| Windows                      | 12.00      | 11.3   | 8.9   |









# Mr Cursor

HE'S AFRAID OF MAVIS NICHOLSON

**R**EMEMBER physics lessons at school? Teachers all have their own individual way of doing things and they introduce different aspects of their favoured subject at their own pace and in their own inimitable manner... but their basic agenda inevitably has to be the same and, at some point or other, no matter who your physics teacher was, you'll eventually have been exposed to the existence of resonant frequencies. I know I was. My own physics teacher (Mr Nwngu, pronounced Nungoh) first went for the probably universal iron-filing approach. A large sheet of white cardboard was positioned over an upwardly pointed speaker, and the speaker was attached to a frequency generator thingummyjig. It was like the top of a snare drum and was triggered, electronically, by Mr Nwngu's fingers playing over a dial. How the class whooped as the iron filings moved into different shapes depending upon the pitch of the noise: "Gosh Sir, it looked momentarily like a bird!" said class swot, Nicholas Church (who, incidentally, got beaten up later on in the playground for being such a ponce). And how everybody cheered as Mr Nwngu upped the volume, causing the filings to leap about in 3D patterns beyond the wildest dreams of even Barry Brain Cell at the back of the labs.

## Vibrate and deviate

So, the iron filings were an initial hit but lost their draw after about two lessons. However, Mr Nwngu wasn't giving up on the importance of resonance, though. One of his later experiments was to take the entire class to an afternoon, open-air Aswad concert in Birmingham, where he told us to be aware of what the vibrations of the individual instruments did to our stomachs. And we were aware, but we weren't half as aware as he was – because Mr Nwngu spent the whole concert with a giant spliff stuffed in his mouth. It

"I was loaded with MK 82s and ready for a raid on an unprotected, baby milk factory."

was about nine feet long and constructed from at least 500 king-sized Rizlas. Good for him, I say, because at the end of the day we were all winners... he was listening to his favourite band, while all us kids had got a day off school and were able to wander about with no supervision – vandalising a very small area of Solihull in the process. But I'm starting to drift off the track, which is resonant frequencies.

Okay, so in a nutshell, everything vibrates: some things more than others. And this brings me, finally, back to the main point of this month's column, which is Mavis Nicholson. Now here's what I'm talking about.

Picture the scene. There I was, a couple of weeks ago, playing *Tornado Operation Desert Storm* at about 8.30 in the evening. I was inbound, loaded to the gills with MK 82s and ready for a daring toss bombing raid on an unprotected, baby milk factory. Joy. But then, all of a sudden, my PC started making a humming noise as did my monitor. Within seconds the humming upped its intensity to the point where I could actually see dust particles shaking about on the various surfaces. Then a book nestling on top of the PC case fell to the floor. "Oh no!" I yelped, thinking that a real-life computer explosion was about to occur. I then did what any sane technophobe would have done under the same circumstances... I plunged for the Off switch. No anally-retentive quitting to DOS first, just straight for the Off switch. But matters didn't improve. By now the table on which my monitor stands had joined in on the vibrating act and the coffee in my mug was heaving about like the waters of the Bay Of Biscay. "Oh no!" I screamed for a second time. The main emotion was panic, sure, but the secondary emotion was one of confusion. How could my PC still be in the process of exploding when I'd just turned it off? Then I remembered another of Mr

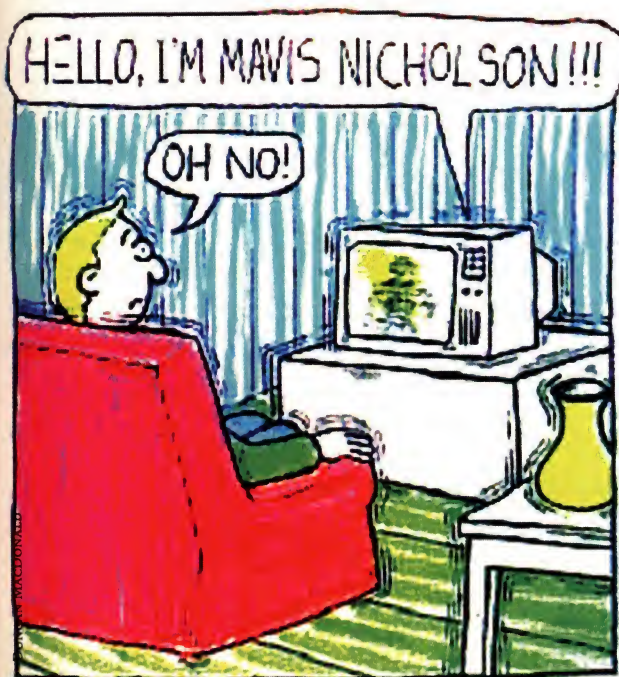
Nwngu's physics lessons in which he'd said something about some electrical appliances not actually being turned off even when they were turned off. (Or maybe he didn't say that: most of the second year onwards at school went over my head, I'll admit.) What I did do though – using the possibly incorrect information nugget of "things sometimes

being on even though they're off" – was to rip the plug from the mains and pull most of the wires out from the back of the PC. (Slightly illogical, I know... it was unlikely to be the mouse causing the problem. But don't forget, this was a panic situation. I was producing 500 metric tons of adrenaline a second.) But still the problem continued and, by now, I was ready to evacuate the building and call in the bomb disposal squad.

## The Mavis conspiracy

But then I noticed something. Over in the far corner of the lounge, the telly was on: staring out of it was a talking head. It was Mavis Nicholson's head to be precise and every time she opened her mouth, the vibrations got worse. I noticed some items hopping about on the mantelpiece and realised, simultaneously, that the windows were also shaking. And then it dawned on me. My lounge and Mavis Nicholson's voice operate at the same resonant frequency. Mavis stays quiet and it's hunky dory. Mavis speaks and the whole bastard room comes apart. I turned off the TV and phoned Channel Four to complain; explaining that I was now going to have to spend ages pushing wires back into the PC and so forth. I also added that a plant pot had up-ended itself all over the carpet with resultant soiling. But all they said was: (a) it wasn't their responsibility, (b) that they *wouldn't* – like I suggested – avoid buying in any programme containing Mavis Nicholson, and (c) that there was nothing whatsoever I could do about it. "Yes there is," I said sulkily, "I'll just avoid your poxy channel and I'll tell other like-minded folk to do the same." Channel Four pointed out that this tactic wouldn't necessarily work because Mavis, being a freelance presenter, could pop up on absolutely any channel... at any time.

The moral of this tale? Er, there isn't one actually, but next time Mavis pops up on your telly, spare me a thought. ☒





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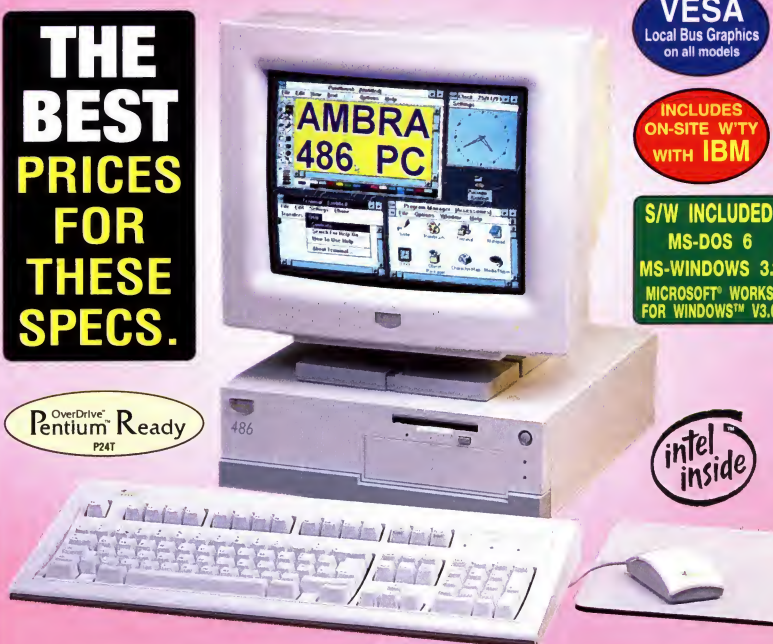
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